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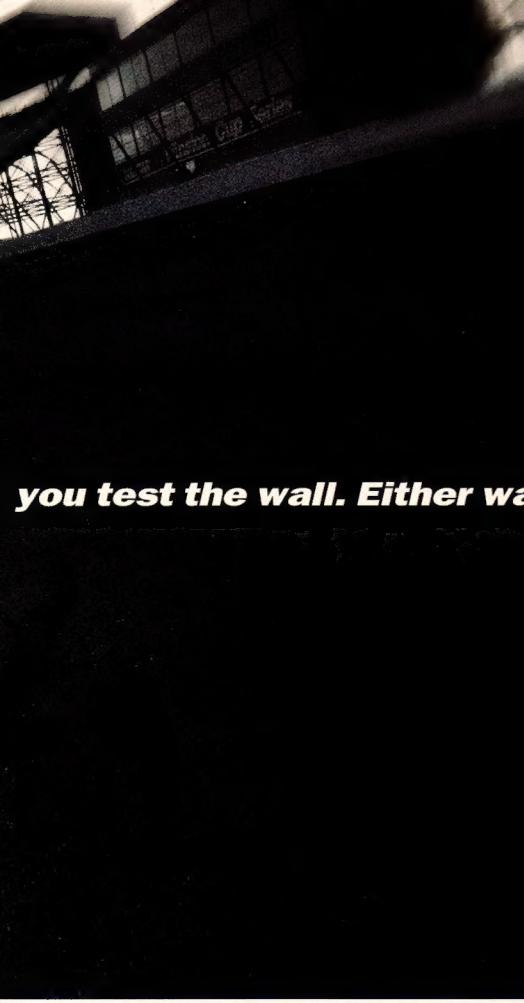








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EDITORIAL

By John Davison • John_davison@zd.com



Y2K A Potentially Expensive Year

If you didn't rush out and buy a Dreamcast on Sept. 9, or if you haven't yet succumbed to the glory of Soul Calibur, you'll no doubt have one question on your mind right now. **Should you do the Dreamcast thing this holiday season?** Seeing as you've waited this long...**is it worth holding out awhile longer and slapping down the greenbacks for maybe a PS2 or Dolphin instead?** And what about that new Microsoft thing? That looks pretty funky too. Hopefully our cover feature this month will help you (or the person in charge of the purse strings) make this potentially bothersome decision. The year ahead could be very expensive if you really love your games, so **we've tried to help you analyze which machine may be best for you.**

Elsewhere this month we look both to the future, and to the past. Video-game historian Leonard Herman brings us a revealing insight into the birth of gaming in his interview with inventor Ralph Baer, while elsewhere we bring you the second-annual Slick 50 list. It's not just the new systems that are going to be turning heads next year...this is where **we highlight the concepts and games while applauding the visionaries that affect our multi-billion dollar 'niche' of the entertainment industry.**

This holiday season will potentially be the biggest ever for video games (heard that before?). But, as ever, we're on the brink of yet another giant leap forward in terms of technology, and in the general public's attitude toward gaming. Pokémon is now so big it's inspiring a bona-fide 'backlash' (and a damn funny *South Park* episode), video games have been branded 'evil' by the religious right, and as we move forward we're going to see more game-inspired movies, TV shows and toys.

"This holiday season will potentially be the biggest ever for video games (heard that before?)."

We hope you enjoy the holiday season, and hope that things don't get too expensive. To help you along, check out our 'shopping lists' in the Press Start section this month. This could help you (and people you'd like to drop hints to) avoid making any bad/stupid/ridiculous buying decisions.

John Davison

Contributing Writers



Michael Price

Apparently, between games, Michael likes to toss people through glass windows. A black belt in several martial arts—not to mention the AIC light-heavyweight kickboxing champion and star of an upcoming chop-socky flick—Mike landed his contributor gig after impressing us with his vast gaming knowledge and threatening to jam our noses into our brains.

Leonard Herman

Who better than a video-game historian to write our feature on Ralph Baer? Leonard, who's been hooked on this stuff since playing Pong in 1972, is the author of several books, including *Phoenix: The Rise & Fall of Videogames*, the most detailed account of gaming history we've ever read. Check www.rolentapress.com for more info.





Andrew "Wildman" Pfister

Fast becoming our most established regular contributor, young Andrew (last name pronounced 'Fistah' for those of you who have asked) is a glorious example of how to sneak your way into a writer's job. He befriends us in the newsgroups, somehow lands himself an internship...and before you know it he has his ugly mug slapped on this page every month.

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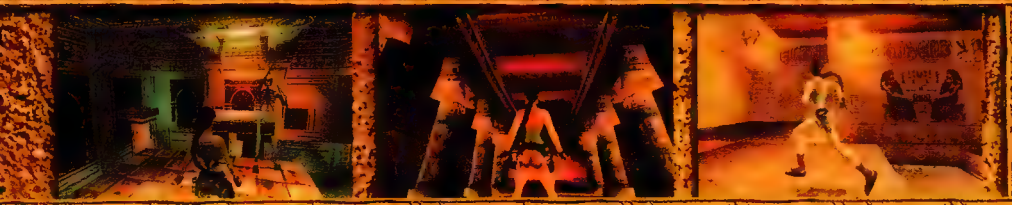

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TOMB RAIDER
THE LAST REVELATION

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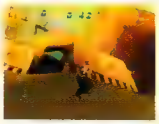
Should you buy a Dreamcast or wait? It's the question on everyone's lips this Christmas. Should you splurge now or wait for more powerful gear from Sony, Nintendo and Microsoft? Our seven-question test helps you make the big decision. **pg 150**



The Baer Essentials Think Nolan Bushnell invented video games? Think again. Meet Ralph Baer, the man who invented the machine that sparked a $7 billion industry. **pg 168**



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Tony Hawk's Pro Skater preview **pg 98**



The EGM Slick 50 If it's January, then it's time for the second installment of our annual Slick 50 list. Wanna know the people, concepts, games and hardware that'll change the world of gaming in Y2K? We've got 20 pages of revolutionary stuff. **pg 182**

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SYSTEM KEY

- Dreamcast
- Nintendo 64
- PlayStation
- PlayStation2
- Game Boy Color
- Arcade





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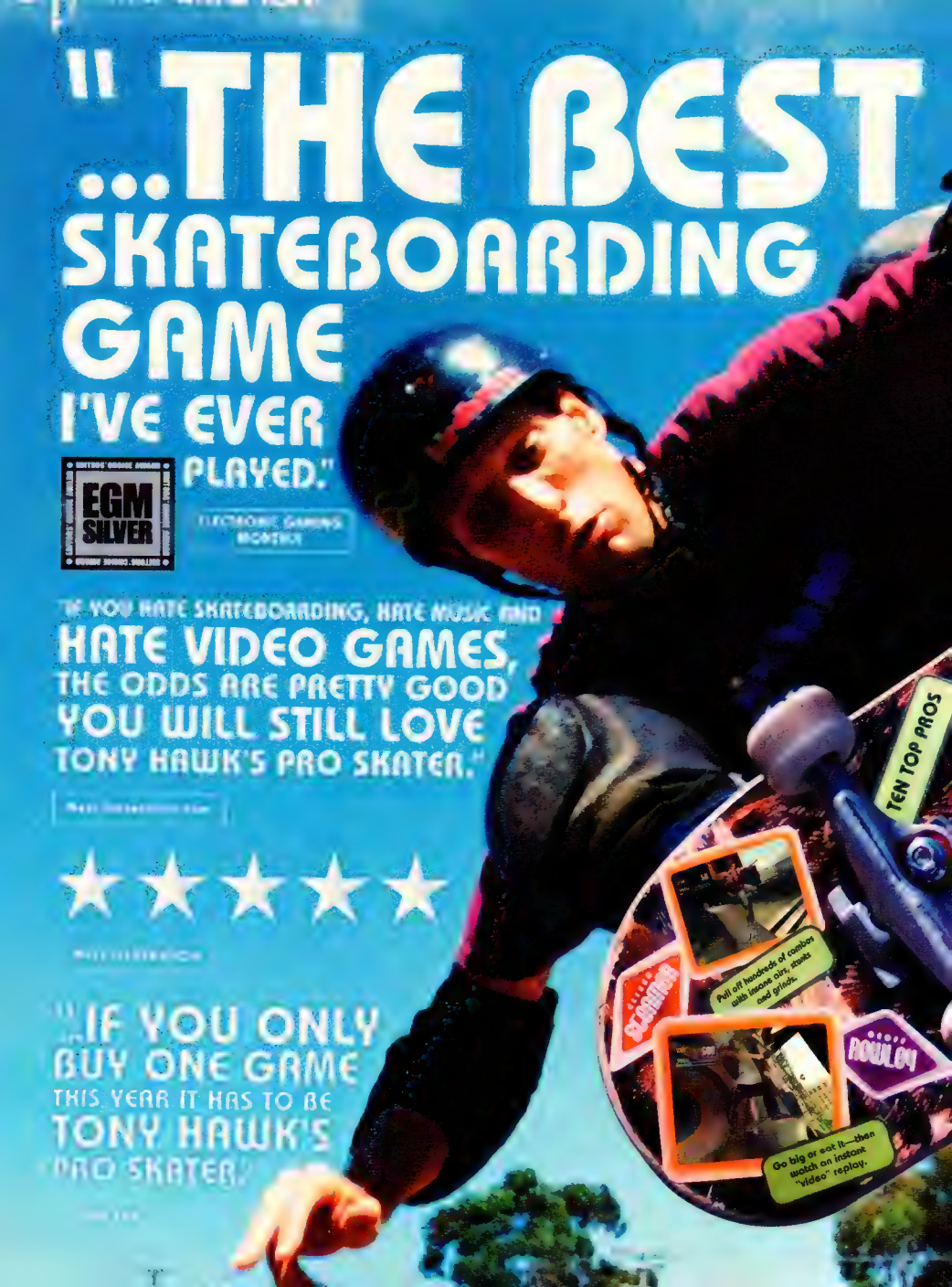
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NINTENDO 64

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- Fast, magical, strong dislike of pirates







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NINTENDO® 64

Letters to the Editors

LETTER FACTS

- **Most asked question to *EGM* letters?: "Should I buy a Dreamcast or wait?"**
- **Recent review people disagreed with most: Jet Force Gemini**
- **Result of our question, "Should we cover PC games?": No, we shouldn't.**

LETTER OF THE MONTH

Middle Aged And A Proud Gamer

I am a 40-year-old, college-educated, self-employed male, living in the Midwest. One day, two years ago, I was walking through our local department store with a good sum of cash on hand, just looking for something to buy. I had never owned a video game system, nor given them much thought. But something caught my eye that day in the electronics department. It was a video game based on a subject matter in which I have a great interest. So, after convincing myself to check it out, I bought the game, along with its parent hardware, and headed on home. I see no need to provide names here. This letter isn't about this or that system. It's about gaming in general. My words have equal applicability for each major platform. A few weeks after that first game, I got another one. This time the main appeal was simply that it looked bizarre. Now my collection had two. Neither of them was anything spectacular. Yet they were satisfying, nonetheless. Then it happened. One day, without warning, I was overtaken by a phenomenon which I now know all true gamers experience on occasion. Along came a certain game. A special game. A game I found to be so remarkably designed, beautifully presented, and ridiculously fun, that playing it became the sole reason for my very existence in the universe! (Well, almost.) Days, weeks and months went by before I reached the end. And once there, I was immediately ready to start all over again. I had found a new hobby, unlike any other. Since then I've collected several dozen games. Some are crap. Some are good. A few are truly fantastic. My pursuit of those games in that latter category is now a fervent desire. For they are the ones which make gaming such a thoroughly enjoyable pastime. Now and then I'll catch a negative reaction from one person or another in my fellow age group. But I always tell them to chill out. Bowling, horse riding, stamp collecting and television watching are each the primary passion for millions of people. Whatever. A hobby is a hobby. Different strokes. I happen to find video games a fascinating form of diversionary entertainment. Let no one believe that this is strictly for kids. It's for anyone who wants it—period. Forty-year-old game players may be as rare as lottery millionaires. But I suspect that is because far too many of us allow the passage of time to age our minds as it does our bodies. That is most unfortunate. The process of maturing should not include losing the ability to have fun. And that which is fun differs for everyone.

Physically, yes, I suppose I am middle-aged. Mentally, I hope to never be so old that I can no longer find pleasure in such things. For those of my peers who have not yet done so, I wish you well in developing a similar attitude.

I will age with you, my friends. Yet I refuse to grow old with you. And I shall play my video games for as long as their appeal remains.

I really hope that I can do so for at least a few more decades. I'm dying to know what things will be like with a 10,000-Bit CPU!

Daniel Ray
Shadowship1@webtv.net

This is actually a good example of why companies like Sony are now trying to target older gamers too. Eventually *everyone* will love video games—they're not just for younger people as they're a legitimate entertainment form.

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Eclipse Stick (SAT) or a SharkPad Pro 64[1] (N64).

See page 289 for official rules



How To Make An Elephant Sak

You guys have to tell us how to create our own Elephant Sak in WWF Attitude. I know I'm just as eager as every other wrestling gamer to go tearing through a career with my very own Elephant Sak!

Squar@angelfire.com



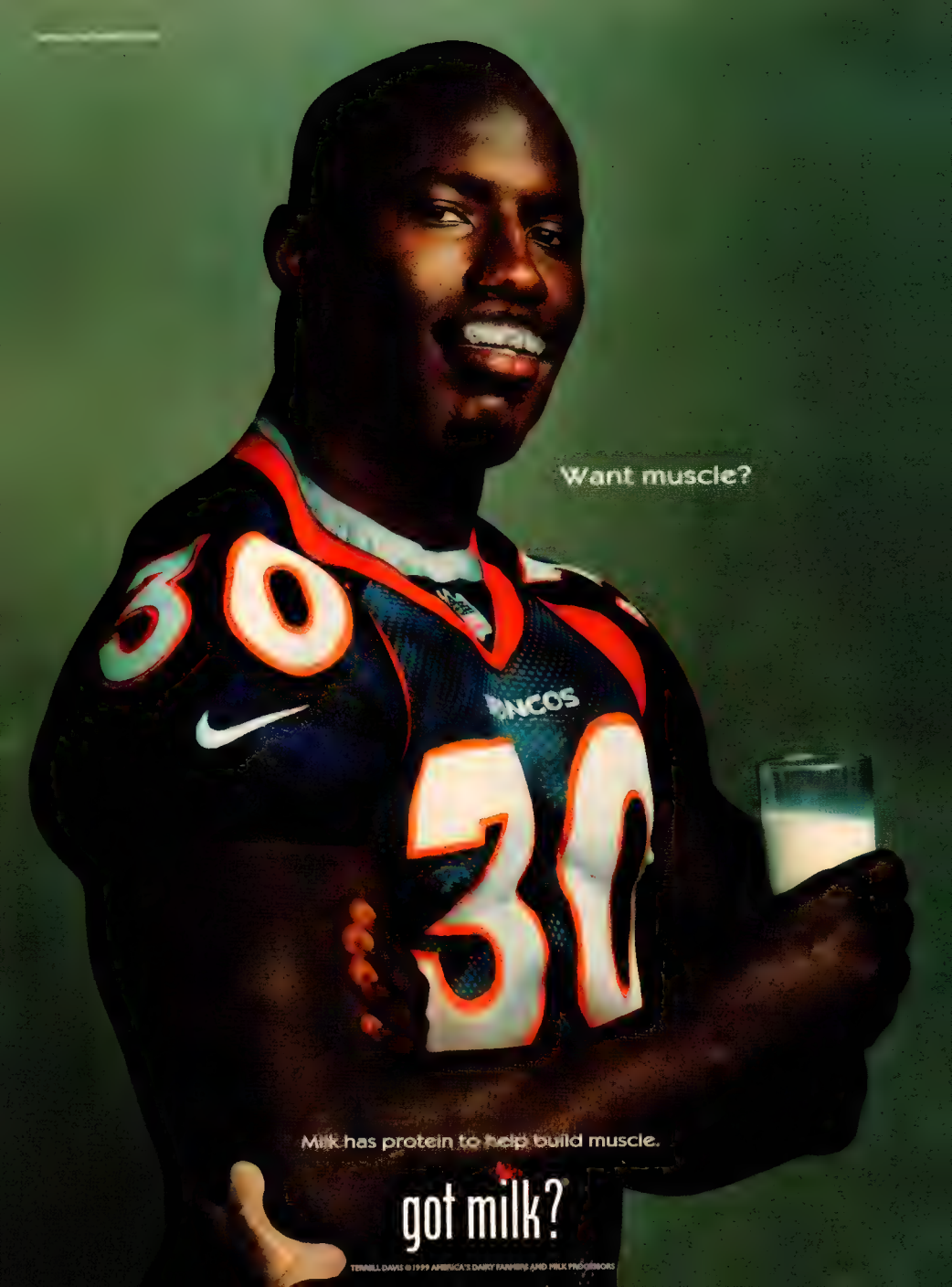
E-Sak is a big fat guy...so you need to crank up the proportions on your character. He's caucasian, has a goatee and sometimes can be seen wearing (usually Arabian) goggles. As for his outfit, we usually find a tight-fitting black outfit with long pants does the trick...but he's been known to step into the ring in some pretty funky stuff.

Unofficial Or Official?

I remember you guys saying that official strategy guides are better than the unofficial ones, but I don't think that's true. I bought the official guide of Final Fantasy VIII from Bradygames but it didn't cover the most important part of the game, the last boss. Because of this, I spent hours and hours searching for the right combination of magic junctions. Why is it that this guide does not have the most important part of the game?

Cloudmyl@aol.com

There's also a difference between guides made by different publishers. On the whole, Brady Games' guides are sometimes missing sections of the game or are missing item locations because the guide is written based on a prerelease (or unfinished) version of the game. Once you find a company


Want muscle?
30
30
Milk has protein to help build muscle.
got milk?
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LETTERS

EGM@zd.com

Send us your thoughts, your wishes, your innermost weirdness...or your pictures, crazy screenshots or photos of bizarre game-related moments.

that makes strategy guide books that are good, you should stick with them, usually—unofficial or official. Look at the books before you buy—does it seem to use a really big font or typeface? Does it have maps? Item lists? Everything you think you'll need?

Dissin' Da Donkey

Why do you guys have such a downer on Nintendo? Recently your tone has been particularly negative concerning them, and this was more than confirmed by some of the comments about Donkey Kong 64 in the December issue.

Rare's games are always a pleasure to play, and I for one am really looking forward to it. Also—I was able to order a copy for $59.95, why all the comments about it costing $70?

Tim Delaney
New York

We're not 'down' on Nintendo...our aim with the last issue of the mag was simply to question whether Donkey Kong 64 was worth the considerable investment that Nintendo was asking consumers to make. The MSRP of DK64 is $69.95...which is a considerable amount for a game. That's only $30 less than the system itself costs. Plus, many avid N64 gamers already have an Expansion Pak (bought for Turok 2 or Rogue Squadron no doubt) and we feel that it's somewhat unfair to force people to buy something that they don't need. Don't you agree?

GB Incapable of Doing RE?

Hi. I was just wondering about what you said a few issues back. Something about Resident Evil coming out on Game Boy Color. You also said it had speech. There are two very wrong things about that. 1) Game Boy Color is 8-Bit and incapable of 3D graphics. 2) It is also incapable of speech. It only has these dumb-sounding beeps. I'm not complaining. Just wondering, that's all.

Dustin.gunn2@gte.net

1) The Game Boy is perfectly capable of moving a sprite around a background that's drawn in perspective like those you'd find in Resident Evil. 2) The Game Boy is more than capable of talking...check out Pokémon Yellow if you don't believe us.

3DFX Ads Not Popular

In issue 124, there was a 3DFX ad blatantly bashing console gamers. Of

"This is like a 'We Have Cockroaches in our Kitchen' sign at Taco Bell."

SHORTS

The very bottom of the *EGM* letters barrel.

OK I'M NOT A POKÉMANIAC I ADMIT IT I DON'T WANT TO LOOK AT TWO CHARMANDERS GETTING IT ON DOGGIE STYLE!!!!!!

elmo18497@aol.com

OK. DON'T SHOUT! *(This is the Poké-whacko guy from last month's letters, John)*

When is Seaman going to be released in the U.S.? That game looks awesome and I could really use some Seamen.

Ab164@webtv.net

Ha ha ha ha. No, stop. You're killing us. It's out next spring.

My friend and I were arguing which is the better magazine—*Nintendo Power* or *EGM*. I say it's *EGM* because *Nintendo Power* sucks and then he said Nintendo actually pays *EGM* for good reviews. Is that true because I thought Nintendo pays *Nintendo Power*.

Dxcougar99@aol.com

Give your friend a good slap for us...no one pays *EGM* for good reviews. We say it like it is, and if anyone doesn't like it: tough luck. As for *Nintendo Power*, that's a very different kind of magazine. It's actually owned by Nintendo and is published from within Nintendo of America's offices in Seattle.

DESERT ISLAND GAMES

Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at EGM@zd.com. Mark the subject line 'Desert Island Games.'

Chrono Trigger	Final Fantasy II	GoldenEye 007
Super Mario All-Stars	Final Fantasy Anthology	Zelda: Ocarina of Time
Final Fantasy Anthology	Wrestlemania 2000	Mario Kart 64
Zelda: Ocarina of Time	Metal Gear Solid	NHL 94
Bust-A-Groove	Castlevania: SOTN	Bushido Blade
Hawkeyethemighty@aol.com	**a.d.skinner@worldnet.att.net**	**James Smith smythdj@cs.com**
Final Fantasy III	Tenchu: Stealth Assassins	Final Fantasy VIII
Final Fantasy VII	Tomb Raider 2	Zelda: Ocarina of Time
Final Fantasy VIII	Tomb Raider 3	Mech Warrior 3
Pokémon	Syphon Filter	Half Life
StarCraft: Brood War (PC)	GoldenEye 007	Spyro 2
Mmiller@tekhuilogy.com	**Byk1128@aol.com**	**jvhowell@netscape.net**

Question of the Moment

What do you think of PlayStation2?

For a such a "cutting-edge system," why does it still have only two controller slots?

Will_316_foley@yahoo.com

I think the PS2 is going to be a really coo. system, but the Dolphin is gonna completely blow it out of the water. (Pun not intended...but it came out that way.)

Scott McCutchen
Marietta, GA

Two words: Kick Ass

doomsayer13@hotmail.com

It's still going to read regular PlayStation games at a 2X speed. Really disappointed that the boys at Sony won't make the speed faster for reading regular PlayStation games. We all want faster loading times, especially with current games like FFVIII and FF Anthologies.

Andyli@falcom.cc.ukans.edu

Sony was merely a necessary tool to do something that Nintendo and Sega have been trying to do all this time: bring gaming into the mainstream. What better brand name to get this done? Now that Sony has fulfilled its role in this grand scheme...it's time for the big boys to come back.

Ooldqo@aol.com

Man, I be giddy like a school girl all over again...

Shaka405@hotmail.com

Next Month's Question of the Moment:

What Dreamcast game are you most excited about?

Send your short but sweet responses to: EGM@zd.com with the subject heading: Excited


LOOK DEEPLY INTO MY EYES
YOU WILL DO AS I SAY
REPEAT AFTER ME
I Will Buy Every WORM LIGHT
and SHOCK 'N' ROCK
IN SIGHT
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You can write EGM at:

EGM Letters
P.O. Box 3338
Oak Brook, IL 60522-3338
e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

course, in issue 125 there is another ad just like it. This is like a "We have cockroaches in our kitchen" sign at Taco Bell. Something bashing console gamers in a magazine for console gamers. I remember in your 10th-anniversary issue that you brought up a story about *EGM* in the early days. You guys gave Total Recall bad reviews, and Acclaim got pissed. They pulled their ads, you guys said fine, integrity is more valuable than money. Ten years later, we have a somewhat similar situation. We have some ads that go against what the magazine stands for, and you print them. For the money. Then you apologize for it, and print another one. What is the deal? Has the almighty dollar become more important than journalistic integrity?

Kliq@aol.com

I don't recall ever apologizing for the 3DFX ads. This doesn't have anything to do with editorial integrity...it simply has to do with advertising. 3DFX chose to try to get your attention by insulting you. It appears to have worked. You may not feel the urge to go out and buy their stuff...but you're talking about them. Don't let that stuff bother you. In a way, the fact that they're resorting to these tactics is proof that they feel they're not reaching the people they want to with their product. Console gamers, and the demographic they represent are a vitally important slice of the consumer pie. 3DFX desperately want your attention because they need affluent guys in their late teens and 20s to buy their products.

A Wizard Writes

Let me introduce myself. My name is Michael A. Bencic and I am an art designer at *Wizard* (the Comics Magazine), *Toyfare* and other publications here at Wizard Entertainment. I'm considered THE resident video game nut, and as such, read your mag and Web sites exclusively. In fact, I've been reading *EGM* since issue one!

I'm not here to gush about your high-quality product, though. I was actually hoping to extend a hand of friendship on behalf of our publication. Every month I read your book, similarities between *EGM* and *Wizard* become more apparent. Not just our strange sense of humor, but writing styles—even some design elements. (I can't fully describe the drooling that took place here when we saw your Spider-Man spread. It was mind blowing and a great boost for Spidey, and comics in general.)

Michael Bencic
Wizard Magazine

SHORTS

PS2 this, PS2 that. What about Dolphin?
e-m.frail@sympatico.ca

What about it? We've run every piece of info we have on the system...until Nintendo decides to make any more announcements, there's little more to say.

I say the SNES had 16-Bit graphics. But my friend claims it had 32-Bit, the only reason that it doesn't have as good as graphics as the PlayStation or Saturn is that it didn't have a 3D accelerator card. Is that true?
dprune@blomand.net

The SNES was a 16-Bit system and used a custom graphics chip.

'How To' Will Return...Promise

Where's that "How To" section you keep promising to bring back? It really helped me in different ways. I was really looking forward to that "How To" get into the video games industry.

Think of how this section could fulfill ambitions, and how it could improve the industry...PLEASE BRING IT BACK!!!

Mach666@speed-racer.com

I know we've been promising this for a while, but the 'How To...' section will return, and the 'How To Get a Job in the Video Games Industry' is high on our list of priorities. We want to make sure that we give you all the info we can...hence the delay. Watch for it in the next couple of months though. It'll be worth it.

OOPS!

• We accidentally forgot to include a photo credit last month. We should have mentioned that the hat modeled by our lovely nurse was supplied by Religious Sex. No, really. We're not making it up.

LETTER ART

WINNER

Joe Copeland
Indianapolis, IN



Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.

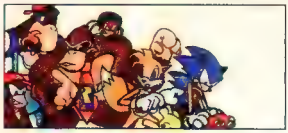
The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

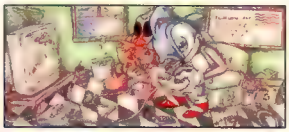
EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338



(All entries become the property of ZD Inc. and will not be returned!)



Samuel M. Lewis, Memphis, TN





Mark Anderson, Harian, KY

Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!

Chao Sen Chen
Brooklyn, NY

TOO SHORT

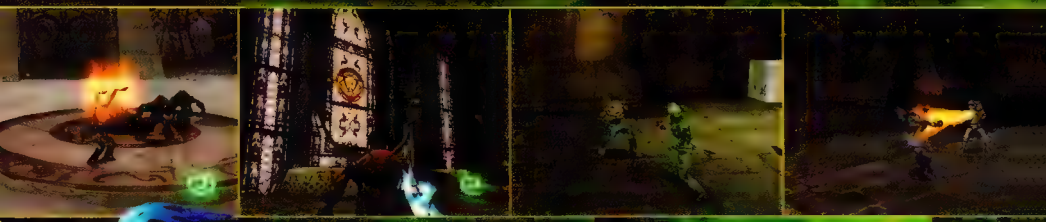


by Marc Ecko

1999 HOLIDAY COLLECTION

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"The Critics have Spoken on the Action / Adventure Game of the Year!"





"A technical achievement...Soul Reaver delivers an epic piece of vampiric literature...93%"
– IGN.com

"Soul Reaver is a deep game possessed with a myriad of impressive little touches...9/10"
– VideoGames.com

"3D exploration and adventure at its finest...Game of the Month."
– Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
– Gaming-Age.com

"98%"
– PS Extreme Magazine

- As Raziel, stalk Nosgoth feeding on the souls of your enemies
- Engage your creator, Kain, in an epic struggle for dominance
- Dark gothic story
- No load times

PlayStation

MATURE M

PC CD ROM

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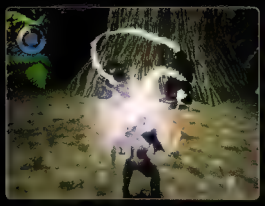
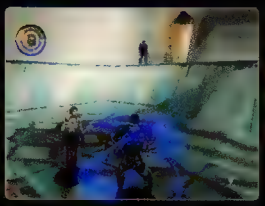
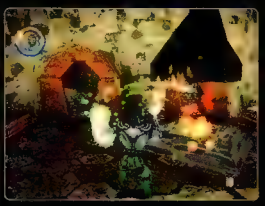

val Tomb Raider..."
-Official U.S. PlayStation Magazine

"After reaching legendary status on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation."
-GamePro

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Prepare for the ultimate battle of good and evil. As Drake, a lone mercenary toughened by years of hardship, you're swept up into the midst of a Crusade in the incredible 3D fantasy-action lands of Ardon. Your only mission is to rid the land of the same vile evil that annihilated your family. Then, and only then, will you have your revenge!

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- Go to battle armed with a variety of wicked weapons & sizzling spells

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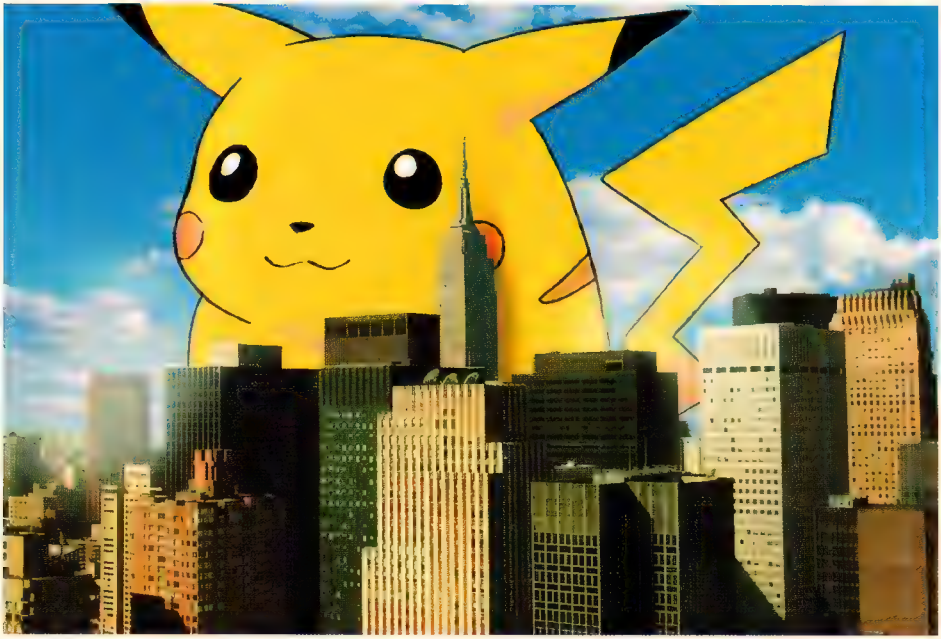
www.mightandmagic.com

By Chris Johnston chris_johnston@zd.com

Press Start

The Hottest Gaming News on the Planet

"Dropping the A-Bomb On Him Will Only Make Him Stronger"



No other video game has garnered the same kind of attention as Pokémon. And love it or hate it, it's grabbed the attention of the mainstream media more than even Super Mario Bros. Here's the latest on the craze that pays:

Faster Than A Speeding Link: In the two weeks since its release in the States, Pokémon Yellow had sold more than a million copies, becoming Nintendo's fastest-selling game ever. It beats even last year's Nintendo 64 powerhouse The Legend of Zelda: Ocarina of Time for that honor. The limited-edition Pokémon Game Boy Color sold more than 80,000 units and had only been available for a week when the numbers were reported.

Movie Madness: The release date of the movie was pushed up to Nov. 10, taking advantage of the Veteran's Day holiday that kids had off of school (sneaky, eh?). Some theaters were reporting showings of the movie were sold out through the entire opening weekend prior to release. The second Pokémon movie is very likely to hit theaters in the U.S. sooner rather than later, maybe even by next summer, depending on just how runaway a success the first one is.

Phone Phrenzy: When Los Angeles-area TV station KTLA ran a chance to win tickets to the premiere of the Pokémon movie, it caused a severe phone-line traffic jam. Warner Bros.' telephone lines were flooded with 70,000 calls per minute, causing the studio to shut down its voice-mail system and also wreak havoc on



The movie's official site was inundated with hits the day the movie opened.

7 million

POKÉ-FRENZY

The number of Pokémon-related game cartridges Nintendo has sold in the U.S. for Nintendo 64 and Game Boy.

the phone systems of neighboring Burbank, Calif. businesses (NBC and Disney being two also affected). "This is absolutely without precedent," Brad A. Ball, Warner Bros. Pictures' president of domestic marketing said of the frenzied pace of the calls. "That one announcement on the local morning news could provoke such an enormous response is an incredibly exciting indicator of Pokémon's appeal." But will it be bigger than Toy Story?

Pokévalues: Burger King is currently (and probably even still as you read this) running a promotion with Pokémon-themed toys in its Kids Meals. The fever was much like McDonald's own Beanie Babies promotions, leading to the question, why wasn't McDonald's able to win this all-too-lucrative promotion? Jack Greenberg, McDonald's chairman and CEO told Reuters, "It was a promotion that we could have had, or at least could have tried for, and chose not to because we don't think it stands for family values and what our brand stands for." Yeah, because you know—Pikachu's had children out of wedlock and Pokémon training in the game encourages kids to leave home when they're 10 years old.

Pocket Pikachu in Color: Nintendo's highly successful LCD pedometer game Pocket Pikachu (called Pocket Pokémon in the U.S.) is getting a sequel. Pocket Pikachu Color is set for release the same day as Pokémon Gold and Silver in Japan for 3,000 yen (about $26). Aside from being in full color and sporting a see-through plastic casing, the new game can communicate with the Game Boy Color





Say hello to a new breed of Pikachu–the color version of Pocket Pikachu.

through the infrared link port. As you walk and the number of steps and Watts you have builds, you can transfer them to earn new items in Gold and Silver. You can also communicate between two Pocket Pikachu Colors. How's that for cross-platform gaming? It's very likely we'll see this released in the U.S. when Pokémon Gold and Silver come out.

Blue Redeux: In Japan, Nintendo recently released the limited-edition blue version of Pokémon (which is actually different than our blue edition) into stores as a regular release. Originally it was only sold through mail order, and stores were selling used copies of the game for as much as $100. Check our Pokémon feature in *EGM* #124 for the full details on the differences between the U.S. and Japanese colored versions of Pokémon.

Gold & Silver Shortage: Due to the earthquake in Taiwan, production of Pokémon Gold and Silver (which hit Japan on Nov. 21) was less than expected. Therefore on the day of release a little less than 2 million copies will be shipped to stores—down from the original 3 million. The company expects to sell 5 million copies of the sequels by year's end. Also effected by the Taiwan earthquake are Nintendo's new Game Boy Nintendo Power convenience store distribution service. Pokémon Gold and Silver are tentatively scheduled for a release in the U.S. in fall 2000.

Pokémon Card GB in the U.S.: Nintendo confirmed it'll release the Game Boy version of the Pokémon collectible card game in the U.S. this February. There's no question it'll be a success; the card game is probably even more popular than the GB games (or equally so).

YEA & NAY

A hearty, hardcore gaming fan "yea" goes to Agetec this month. They've announced that they are once again planning to bring RPG Maker to the U.S., tentatively scheduled for next summer. This has got to be one of the most requested PlayStation games, after it was sadly canned at the 1998 E3 in Atlanta.

Nay goes to Capcom this month for not having any plan to release Resident Evil 2 for Dreamcast in the U.S. Release it for N64 and then leave DC owners hanging? ARGH! But then again, maybe it's good they're not planning on releasing it here (can you say RE overkill?). Either way, Resident Evil: Code Veronica is still headed to the U.S. in the spring.

A charitable 'Yea' to Ubi Soft. Rayman's Run, an Ubi Soft-sponsored run for kids of all ages to benefit Prevent Child Abuse-California took place on Oct. 24. *Nash Bridges* beauty Yasmine Bleeth kicked off the festivities, which were a series of runs around Civic Center Plaza in San Francisco. Attendees at the event could also check out Rayman's antics in Rayman 2 or many of Ubi Soft's other titles for the N64, Dreamcast and PlayStation. Ubi Soft donated $20,000 to the organization.



***Nash Bridges* beauty Yasmine Bleeth kicks off Rayman's Run.**



LENO'S READY 2 RUMBLE

On Nov. 4, *The Tonight Show with Jay Leno* featured a skit where Jay ends up in Midway's Dreamcast game, Ready 2 Rumble. He's then severely beaten by Afro Thunder. So when do we get to beat up on Jay?



Square's Hironobu Sakaguchi (left) and artist Yoshitaka Amano (right) at the Angel Orensanz Foundation, NYC.

More Final Fantasy

While in New York, we had a chance to ask Square president Hironobu Sakaguchi, director of the Final Fantasy series, a few questions. Here's what he had to say:

EGM: Have you made any decisions regarding development for Dolphin?
Hironobu Sakaguchi: We have no plans at this time.

EGM: What involvement does Amano-san have with Final Fantasy IX?
HS: We have asked Mr. Amano to do the image illustrations/designs. This time, we are considering Mr. Amano. His work is an integral part, and we are asking him for a lot of involvement.

EGM: Does he have any involvement with the PS2 Final Fantasy?
HS: As long as FF continues, I would like to ask Mr. Amano to participate.

EGM: Will there be a game based on the FF Movie?
HS: The FF Movie was started, purely as a movie business. I will use many aspects (technical, staging, etc.) which we have learned from making the film. But we have no plans to make the FF movie into a game at this time.

EGM: Do you see any other companies approaching the level of innovation in the RPG genre?
HS: In terms of networking games, I believe entities creating Ultima Online and Everquest are advanced at this time. But Square has already started research on a server-type online game. Within six months, I believe we will be able to have the same level of technology.

Thinking Like Amano in New York City

Artist Yoshitaka Amano is known by RPG fans as the character designer for Square's Final Fantasy series. But his work can also be seen in the new *Sandman* graphic novel, in artwork for *Vampire Hunter D*, and the Atlus PlayStation game Rebus. But his latest creation, Hero, was recently shown in an exhibition at the Angel Orensanz Foundation in New York City. We sat down with Mr. Amano before the closing of the exhibit to ask him a few questions.

EGM: What first got you involved in art?
Yoshitaka Amano: Of course, I liked to draw as a child. I visited Tatsunoko Productions when I was very young, which is the production company that produced G-Force (a.k.a. Battle for the Planets or Gatchman) and so forth. When I went there I showed them some sketches and was hired right then. So it wasn't like I planned to have a career in the industry or anything, but I suddenly became a professional really by chance, and I continued thereafter.

EGM: Your art style is very unique. What are some of your influences?
YA: When I was in my teens and my 20s I really tried to absorb as much as I could from many artists. Of course, for work, I was creating characters for G-Force, and I was very much influenced by American comics and had a lot of American comic books to study as well. I like pop art very much as well.

EGM: What are some of your favorite American comics?
YA: Batman is my favorite.

EGM: When Squaresoft asked you to design the characters for Final Fantasy, how did you begin?
YA: When I first started to work for Squaresoft, games weren't even that popular, so I really didn't know what I was doing, to be frank. The resolution was so bad for the games as well that they wanted me to draw in dots, and they gave me a chart to work on, and so forth, and I really couldn't do it. So finally what we did was I sketched and somebody translated my images to the dot requirements that they had. That's how it all started.

EGM: Do you feel that the medium can now support your vision?
YA: Yes, I mean, of course very much. With the

"Instead of being a science-fiction game, (Final Fantasy IX) is becoming more of a fantasy game again."



Amano's Hero series features a masked rider on top of a black, cybernetic cat. When complete, he hopes to turn these paintings and drawings into storyboards for a CG movie.

advancement of technology, I think it's true that my vision can be translated much better into a game environment. However, when technology advances to a certain level I think in some ways what you see on the screen can be too close to what I sketch. When things become that close it's interesting, the differences between what I sketch and what's on screen become that much clearer.

EGM: What was the main reason you stopped doing the character designs for Final Fantasy after FFVI?
YA: Maybe you should ask Squaresoft. I'm working on Final Fantasy IX right now.

EGM: Character design?
YA: Well, yes...but some of the stuff I can't disclose right now.

EGM: It would be very nice to see your work back in the series. We're all big fans...
YA: I think in terms of publicity and marketing they will use my designs a lot more for IX.



EGM: Some of the recent Final Fantasy games have been futuristic in tone. Will the next game keep that setting or will it be something different?
YA: I don't know if I am allowed to say this, but it is becoming closer to the original Final Fantasy. So instead of being a science-fiction game, it's becoming more of a fantasy game again.

EGM: What format will the Hero series take when it's finished?
YA: I think the end product is going to be a 3D CGI movie. That's what I want it to be. I think storywise I don't want it to be a science-fiction film, I want it to be more like futuristic mythology or a myth. I really want my illustrations to move freely—that is what I'm after. I think the best medium for that is film. Of course, thereafter it could be turned into a game. But the main objective right now is to turn this into a film. So you can think of everything you see here as a kind of storyboard for the final movie.

EGM: Is there a projected date for the finished project?
YA: Of course, I can't do this alone. I'll have to collaborate with a producer, screenwriter and so on. It's going to cost a lot of money as well. So I can't really say right when it's going to be ready. What I can do, however, is to create an original book, an illustrated book, and start from there. Then I figure that people can look at that and help me develop it into a film.

EGM: Is there any interest or possibility of somebody coming to you and wanting to make a game out of your creation, Hero?
YA: I think that's possible. I may be kind of going off on a tangent...but I really feel that in the past, people came to me with stories which were already developed and set in place when I was hired. With Hero, I'm doing the opposite. What I really want to do is to keep expanding the universe and keep imagining things—and then begin to edit, and then begin to find a story line within everything that I output. So I really feel good working right now and I want to continue working this way and maybe thereafter we'll begin to talk about business and find a way to turn this into a product or into many products. Hayao Miyazaki, who's responsible for *Princess Mononoke*, etc., originally started by being commissioned to do animation series like *Lupin III*, etc., and then he started to work on his original stories. And started by doing the character design and everything. I'm really amazed by what Miyazaki has been able to accomplish in the latter part of his career up to now. So I think Hero will be my *Mononoke*, so to speak.

EGM: The *Sandman* book is going to broaden your audience. Are you interested in doing more work for DC Comics?
YA: I think I will continue to work with DC Comics. I'm not exactly sure how we will continue to work together, but it will happen. I'm not sure if they will commission me or if I will bring something to them. I have a big dream—there's Batman and Superman here in America, and I want to make a new American hero. You know, design a new comic book character. That's something I would love to do. I would love to become involved in the process of creating a new hero.

EGM: If you did a *Batman* graphic novel, that would be incredible...
YA: I have doodled quite a bit of Batman, so I would do very good at that, I think.





RENAMED

The Japanese title for Rare's N64 action game Jet Force Gemini is Star Twins (fitting name), released in late November.

DEVELOPER PROFILE

Sucker Punch

Location: Bellevue, WA
Web site: http://www.suckerpunch.com
of employees: 15



Games team members have worked on previously: All things Humongous (Freddie the Fish, etc.), Allegiance, Professional Bull Rider and a couple football games.
Current project(s): We just finished Rocket: Robot on Wheels. We have a next-generation platform adventure in the works already though!
The most challenging aspect of developing a game is: In the case of games like Rocket, the huge challenge is creating an entertaining world from the ground up. Compare that to a sports game where the rules, characters, visuals and sound effects already exist and you're just trying to reproduce those. For Rocket, we had to create and balance all the elements—which amount to a huge number of little inter-related decisions.
We got the inspiration for Rocket from: Core gameplay was inspired by Mario 64 and Banjo-Kazooie. That said, reviewers and beta testers agree that although inspired by them, it's also very innovative.
If there was one thing we could change about this industry, it would be: Cooler cheat codes. Invulnerability and bigger guns isn't enough!
What we're most looking forward to with the next generation: We expect the subtleties of games to get better. All games will have incredibly rich characters and environments, the challenge is to make gameplay reach that same level.
Our favorite game to play in the office (not by us) is: Ready 2 Rumble Boxing and Crash Team Racing.
Music that inspires us around the office: All things funk. You'll probably notice some influences in the Rocket soundtrack!
Story behind our name: We love the name Sucker Punch! Unfortunately there's not much of a story beyond wanting to have a cool name.

Williams Shuts Down Its Pinball Business



Pinball has been a staple of arcades since the early years of the 20th century. Sure, it may not have been as complex as the latest machines (such as Midway's Pinball 2000 titles), but it is the oldest form of electronic games. The pinball industry has been dwindling in recent years, but recently the game has been dealt what could be a near-fatal blow.

WMS Industries, of which Midway is a part, recently announced that it was closing its pinball division due to dwindling demand and ongoing losses. The company had recently released two new pinball games utilizing new technology it dubbed Pinball 2000—Star Wars Episode One Pinball, and Revenge from Mars.

The closing leaves only one manufacturer in the U.S. still producing pinball cabinets, Stern Pinball Inc. Considering that WMS Bally/Midway made some of the best pinball machines of the 1980s and '90s, it's a sad day to see it go (and especially after seeing how promising the Pinball 2000 project was).

www.midway.com

MY 2 CENTS

"A long, long time ago, I can still remember when pinball used to make me smile..."

While the intro to that famous ditty lamented the day rock 'n' roll died, we lost another icon of American pop culture when WMS announced they will no longer make pinball machines. With that announcement, the last pillar of an industry built on bells and buzzes may have crumbled with nary a whimper.



Not everyone has heard the news yet, but when people do, the response is almost unanimous: "No way—they can't stop making pinball games." Well, unfortunately, they can and they are, and unless something dramatic happens, we'll see pinball go the way of the Schwinn Orange Crate and Indian Motorcycles. Apparently it's no longer profitable to make mechanical pinball hardware in this age of software, and despite Williams' efforts to prop up the sagging division with a cool new format called Pinball 2000 (featured in the new Star Wars machine), the interest just isn't there anymore.

It's a paradox really that a video game magazine would write the obituary for pinball machines—the video game experience was built on the foundation laid by these venerable machines. If it wasn't for the pinball parlors of the first half of this century, we almost certainly wouldn't have the elaborate arcades of today like Dave and Busters and Sega Gameworks.

While I suspect a lot of us haven't played a pinball game for a long time, there has always been something tactile and cool about it—especially in this era of virtual everything. Here's to hoping that reports of its death are exaggerated, otherwise, we've just lost an irreplaceable part of our gaming heritage.

"Something touched me deep inside, the day pinball died..."

- Joe Funk



THERE'S NO REASON TO BE AFRAID OF THE DARK

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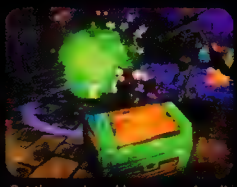
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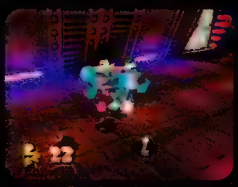
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PlayStation

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EVERYONE E

EUROCOM

GT Interactive Software

IMPORT CALENDAR

Space Channel 5



Import Pick of the Month: Sega's latest Dreamcast title, Space Channel 5.

PlayStation

12/2 Dragon Valor, Namco (Action RPG)
12/2 Legend of Dragoon, SCEI (RPG)
12/9 Valkyrie Profile, Enix (RPG)
12/9 Vampire Hunter D, VictorSoft (Action)
12/16 Gunpey, Bandai (Puzzle)
12/16 Koudelka, SNK (RPG)
12/16 Parasite Eve 2, Square (Adventure)
12/22 Street Fighter EX2 Plus, Capcom (Fighting)
12/29 Dragon Quest VII, Enix (RPG)
Dec. Chocobo Collection, Square (Misc.)
Dec. Rockman 6, Capcom (Action)
Jan. Biohazard Gun Survivor, Capcom (Action/Gun)

Dreamcast

12/9 Star Gladiator 2, Capcom (Fighting)
12/16 Space Channel 5, Sega (Misc.)
12/16 Street Fighter III W Impact (Fighting)
12/23 Biohazard 2 Value Plus, Capcom (Action)
12/23 D2, Warp (Action)
12/23 Rainbow Cotton, Success (Shooting)
Dec. Bakuretsu Muteki Bangaioh, Treasure (Shooting)
Dec. Godzilla Generations Maximum Impact, Sega (Action)
Dec. Virtua Striker 2, Ver. 2000, Sega (Sports)
Jan. Crazy Taxi, Sega (Action Driving)

Nintendo 64

12/3 Baku Bomberman 2, Hudson (Action)
12/3 Custom Robo, Nintendo (Action)
Jan. Super Mario RPG 2, Nintendo (RPG)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.

Tekken Tag Tournament



The new King of the Iron Fist Tournament has been declared. Milpitas, located in the heart of the Silicon Valley in California, was the mecca of Tekken Tag talent as the world's top players gathered at Namco's Wonderpark on Nov. 6-7 for the official Tekken Tag Tournament, sponsored by Ziff-Davis (publishers of *EGM*) and Namco. Hundreds of local contestants were narrowed down through regional competition, with the top five moving on to compete internationally the next day against the elite from Japan and Korea. This was the cream of the crop fighting against Asia's very best, and the first-place winner walked away with a Tekken Tag arcade cabinet and a hefty trophy made of marble and gold.

The tournament itself was set up as double elimination, best of three, two rounds per match. The first day of competition played out among 35 of America's best players. The level of skill displayed was next to virtuoso. Since these were America's best, competition was fierce and the mind games were tense. Highlights of the day included a West Coast standoff between SF Bay Area favorite Spencer "Srayer" Ray and Alex "CaliPower" Valle from Southern California, in both the winner and loser brackets. Valle then went on to win the U.S. championship by defeating Damien "SuperT" Ledesma in the final round of competition.

On Sunday, the top five players from the previous day met again to take on Japan's number one- and number two-ranked players Douzono "Douzono Mokujin" Takeshi, and Katsuyuki "Shogun Yoshimitsu" Hayashida. Also present was Korea's number-one, Dong-Min "Crazy Legs" Seok. After a couple rounds, we witnessed the Japanese crumble against the might of U.S. players, and then finally eliminated when Douzono lost against Seok from Korea.

Watching the elite Tekken players from Asia quickly opens your eyes to a whole different style of fighting. The crowd erupted a couple times when Seok pulled off Yoshimitsu's Double K.O. unblockable when the opposition began to turtle in light of a dwindling clock. There was also a huge upset when Michael Nappi defeated Alex Valle in the semi-finals for the chance to play the undefeated Seok Dong-Min from Korea. While Nappi put up a good fight, Seok's Lei/Jin/Heihachi combination dominated the match. He even accepted a request from his fans to play the Korean team in the final round of competition (they lost, so he stopped using them). Seok's somewhat anti-climactic victory elicited good-natured cheers from fans on both sides of the Pacific. Congratulations to all who competed!

www.tekkentagtournament.com



Bay Area favorites Shafi Mohamed (left) and Jeff Hsu (right) battle it out in the loser's bracket.



Clockwise from left: TTT champ Dong-Min Seok, 2nd: Michael Nappi, 3rd: Alex Valle, 4th: Duc Do, 5th: Shafi Mohamed, 6th: Takeshi Douzono, 8th: Katsuyuki Hayashida and 7th: Damien Ledesma.


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PlayStation

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This is the world of Grandia—a mysterious, odd, strange yet beautiful planet
that hangs in the balance between good and evil.

www.playstation.com

E EVERYONE ESRB

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GAME ARTS


GRANDIA

185,000

DREAMCAST LAUNCH IN EUROPE

Sega sold this many Dreamcast systems in its first weekend of availability. To put it in perspective, it took PlayStation and N64 just over a week to sell just over 19,000 and 28,000 units respectively.

Last-Minute Dreamcast Update

Here are the first pictures of Sega's Dreamcast Zip drive, scheduled for a February release in Japan and mid-2000 in the U.S. Laying next to the DC and Zip drive is the Ethernet LAN adapter, which will replace your DC modem (snap out the DC modem and snap this in) and allows you to hook up to the Net via cable modem or other Ethernet network. Also pictured below is the Dreamcast Digital Camera, which can provide live video feed for applications such as video conferencing. Both devices were shown at a special ceremony for the Okawa Foundation (a non-profit organization which contributes to the growth and development of technology).







Sega Enterprises Chairman Isao Okawa commented at the event that Sega's focus will shift in the future from hardware to software and other Internet applications, even if the Dreamcast does well. However, he stressed that the company is fully behind the Dreamcast and will continue to give the system its attention up against PlayStation2 and Dolphin. If this proves true, we may find ourselves playing Sega-developed games on other platforms, including Dreamcast. Sega has already begun that step in bringing Sonic to Neo•Geo Pocket and Sakura Taisen to Game Boy.

JAPAN TOP 10

1	Jojo's Venture Capcom	PS
2	Formula One 99 SCEI	PS
3	Derby Stallion 99 Ascii	PS
4	Dragon Quest I II Enix	GB
5	SNK Vs. Capcom Card Fighters SNK	NG
6	Biohazard 3 Last Escape Capcom	PS
7	World Soccer Winning Eleven 4 Konami	PS
8	Dew Prism Square	PS
9	Dance Dance Revolution 2nd ReMIX Konami	PS
10	Doko Demo Issyo SCEI	PS

Weekly Famitsu, week ending 10/24/99

Quick Bytes



Hello Kitty Dreamcast

Similar to the Seaman Dreamcast offered this summer, Sega and Sanrio have teamed up to offer two special limited-edition Hello Kitty Dreamcasts. Both come with the console, one controller, a VMU, keyboard and Hello Kitty's Garden Panic—a Sanrio-themed version of the Dream Passport software. It's available in two colors, skeleton pink and skeleton blue (pictured above). It's available in Japan beginning Nov. 25 for a price of 34,800 yen (about $328).

Send a friend a lil' Seaman joy this holiday season. In Japan, Sega is introducing Christmas Seaman, available only from Dec. 16-24. You can send a Christmas Seaman message to a friend, but you have to give them the Receiver Disc that comes with the Sender, or they can buy a Receiver separately for under $10. The messages will be sent over e-mail, but you can only read 'em with the discs. Available only in Japan.

Seaman in Yer Stocking





Happy 20th, Pac

Pac-Man is celebrating his 20th anniversary this year (and is starring in a new PS game). Hard to imagine that a video game character such as Pac-Man has lasted this long. Other video game mascots are gearin' up for big birthdays too, including Mega Man, who celebrates his 15th anniversary next year, and Mario, who's nearing the big 2-0 himself—Older than most people who play video games! Here's to 20 more ghost-chompin' years!

Even Shorter Tidbits

Monolith, a new Japanese developer formed from former Square and Namco employees might just be working on a sequel to Xenogears. Of course, it won't be called Xenogears 2 nor star the same characters, but much like Rogue Trip was an "unofficial" sequel in the Twisted Metal series when SingleTrac parted ways with Sony, Monolith may do something similar.

Sega's releasing new, colored Dreamcast controllers in Japan this December in limited quantities. Colors include aqua smoke, aqua pink, aqua blue and aqua lime. They'll set you back 2500 yen (about $23), and only 150,000 units of each color will be available. No word yet on whether or not these colored controllers will show up in the U.S.

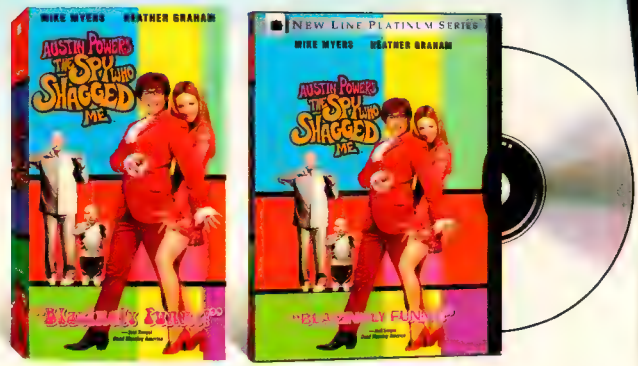
EXECUTIVE. SINGLE PARENT. EVIL GENIUS.



name DR. EVIL

profession Evil genius. Head of worldwide evil empire.

mission Destroy Austin Powers, rule the world and make one million...er... 100 billion dollars.



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GameShark Fix for New PS

If you have a PlayStation that's model #9000 and higher, you're not going to be able to use the regular PS GameShark. Sony got rid of the expansion slot on the back of the machine as a cost-saving measure, and because no official peripherals use it.

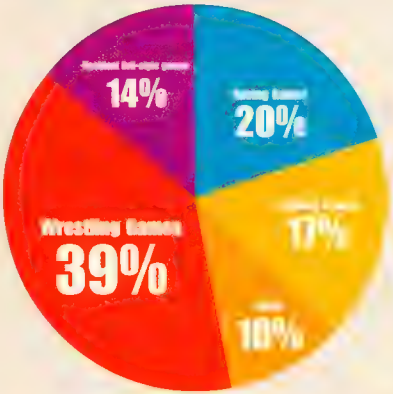
But InterAct's got your fix. The company is introducing the GameShark CDX, which is a GameShark that fits into the memory card slot. The package comes with the cartridge, a supporting CD and the video "How to Hack Like A Pro." The GameShark CDX will be available beginning in November for an MSRP of $49.99. **www.gameshark.com**



VIDEOGAMES.COM POLL

Sick and Tired

There are so many "me-too" games coming out these days. Which kind of game are you getting most sick of?



Source: Videogames.com main poll results for 10/21/99

'ZINE-O-PHILE

Classic Gamer Magazine

Issue reviewed: Fall 1999, $4 for one issue/$15 for four, Edited by Chris Cavanaugh, 7770 Regents Road #113-293, San Diego, CA 92122. Reading this issue of CGM was like opening up a box of classic gaming goodies you haven't seen for years. CGM is in full color, but with such a high cover price, one has to wonder if the number of full-color pages could have been limited to keep the price down. Aside from that, this is an informative read on all things retro. A few favorite articles include the look back on various versions of Donkey Kong (both home and arcade), a guide to classic video game collecting and game rarity, an article on Halloween (or just scary) games from the early days and an article remembering the days of '80s video game magazine *Electronic Games*.

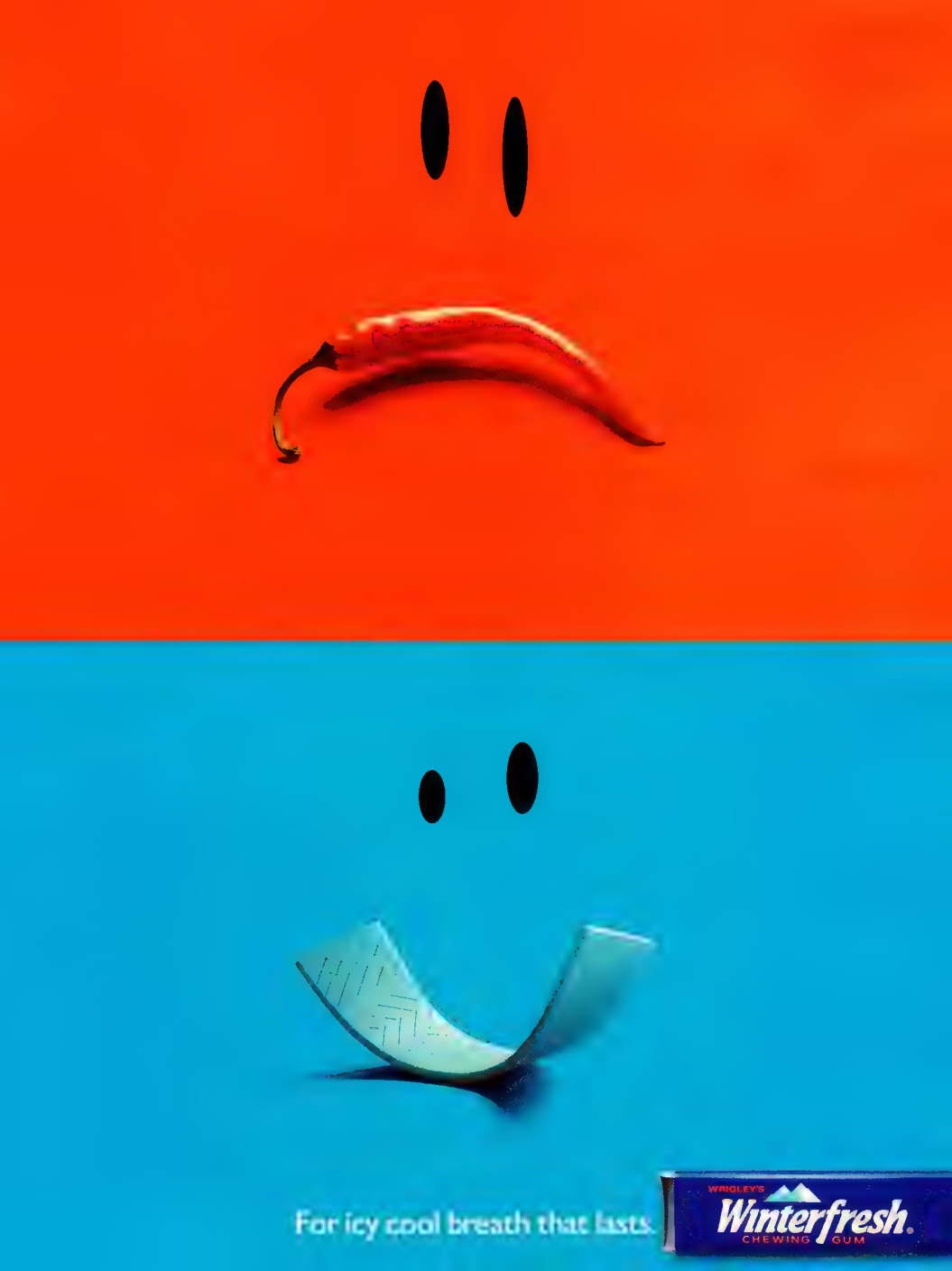




Final Fantasy Online

URL: http://www.ffonline.com

If Final Fantasy's your game, then Final Fantasy Online is your mecca. It contains information on all the games (FFIV-VIII and Tactics), including character profiles, images from each of the games, music in midi format, fan-drawn artwork, box art, movies of intros and gameplay and more. Plus, if all you really care about newswise is the latest on Square's most popular series, the main page keeps you up to date. The site is currently planning a major redesign which will no doubt make it look even more professional (on first visit it appears to be official, but is in no way related to Square). Well-organized and designed, the only thing really missing are walk-throughs or strategy sections for the games.


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PRESS START

EGM's Holiday Shopping List

_____'s Holiday Video Game Wish List

The holidays are upon us and if you haven't made out your wish list—what are you waiting for?! Well, we've made your job easy this year. Just put a check mark next to the game or system you want, tear out this page (or Xerox it, if you don't want to ruin your magazine) and leave it where Santa can get a good look at it or give it to your parent/loved one/significant other.

Dreamcast

___ Dreamcast System
___ Dreamcast Visual Memory Unit—VMU
___ Dreamcast Arcade Fighting Stick (Agetec)
___ Dreamcast Rally Wheel (Agetec)
___ Dreamcast Fishing Controller
___ Dreamcast Light Gun
___ Extra Dreamcast Controller
___ Evolution (Ubi Soft)
___ Hydro Thunder (Midway)
___ Marvel vs. Capcom (Capcom)
___ NBA 2k (Sega)
___ NBA Showtime (Midway)
___ NFL 2K (Sega)
___ NFL Blitz 2000 (Midway)
___ Power Stone (Capcom)
___ Ready 2 Rumble (Midway)
___ Sega Rally 2 (Sega)
___ Sonic Adventure (Sega)
___ Soul Calibur (Namco)
___ The House of The Dead 2 (Sega)
___ Toy Commander (Sega)
___ Virtua Fighter 3tb (Sega)
___ WWF Attitude (Acclaim)

PlayStation

___ PlayStation System
___ PlayStation Dual Shock Controller (Color:_____)
___ PlayStation Mouse
___ PlayStation Multi-tap
___ PlayStation Memory Card
___ Interact GameShark Pro
___ Interact GameShark CDX
___ Interact PlayStation Dex Drive
___ Ape Escape (Sony)
___ Big Ol' Bass (Konami)
___ Crash Team Racing (Sony)
___ Dino Crisis (Capcom)
___ Driver (GT Interactive)
___ FIFA 2000 (Electronic Arts)
___ Final Fantasy Anthology (Square EA)
___ Final Fantasy VIII (Square EA)
___ Grandia (Sony)
___ Gran Turismo (Sony)
___ Gran Turismo 2 (Sony)
___ Legacy of Kain: Soul Reaver (Eidos)
___ Lunar Silver Star Story Complete (Working Designs)
___ Madden NFL 2000 (Electronic Arts)
___ Metal Gear Solid (Konami)
___ Nascar 2000 (Electronic Arts)
___ NBA Live 2000 (Electronic Arts)
___ NHL 2000 (Electronic Arts)
___ NHL FaceOff 2000 (989 Studios)
___ Quake II (Activision)
___ Resident Evil 3 Nemesis (Capcom)
___ Spyro 2 (Sony)
___ Tomb Raider The Last Revelation (Eidos)
___ Tony Hawk's Pro Skater (Activision)
___ Twisted Metal 4 (989 Studios)
___ WCW Mayhem (Electronic Arts)
___ Wipeout 3 (Psygnosis)
___ WWF Attitude (Acclaim)
___ You Don't Know Jack (Sierra)

Nintendo 64

___ Nintendo 64 System (with Atomic Purple controller)
___ Green Nintendo 64 System packed with Donkey Kong 64
___ Interact N64 Dex Drive
___ Interact GameShark Pro
___ Banjo-Kazooie (Nintendo)
___ Castlevania: Legacy of Darkness (Konami)
___ Donkey Kong 64 (Nintendo)
___ GoldenEye 007 (Nintendo)
___ Jet Force Gemini (Nintendo)
___ Legend of Zelda: Ocarina of Time (Nintendo)
___ Madden NFL 2000 (Electronic Arts)
___ Mario Golf (Nintendo)
___ Mario Kart 64 (Nintendo)
___ Mario Party (Nintendo)
___ Pokémon Snap (Nintendo)
___ Rayman 2: The Great Escape
___ Resident Evil 2 (Capcom)
___ Star Wars Episode One: Racer (Nintendo)
___ Super Mario Kart 64 (Nintendo)
___ Super Smash Bros. (Nintendo)
___ Turok: Rage Wars (Acclaim)
___ WWF Wrestlemania 2000 (THQ)

Game Boy Color

___ Game Boy Color System (Color:_____)
___ Game Boy Printer
___ Game Boy Camera
___ Game Boy Link Cable
___ Nyko Game Boy Worm Light
___ Game & Watch Gallery 3
___ Legend of Zelda DX
___ Mario Golf
___ Mickey Mouse Racing
___ Pokémon Blue
___ Pokémon Pinball
___ Pokémon Red
___ Pokémon Yellow
___ R-Type DX
___ Star Wars Episode One: Racer
___ Super Mario Bros. Deluxe
___ Tetris DX

Neo•Geo Pocket Color

___ Neo•Geo Pocket Color System (Color:_____)
___ Link Cable
___ AC Power Cord
___ Baseball Stars
___ Biomotor Unitron
___ Bust-A-Move Pocket
___ Fatal Fury: First Contact
___ King of Fighters R-2
___ Magical Drop
___ Metal Slug: First Mission
___ Neo Turf Masters
___ Pac-Man
___ Puyo Pop
___ Puzzle Link
___ Samurai Shodown 2
___ Tennis







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Sega Dreamcast. IT'S THINKING

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sega.com

RP

SEGA SPORTS NBA 2K



Q-Mann

"What you are thinking is the answer."

-The ever-cryptic Hideo Kojima on the possibility of Metal Gear Solid 2 on PS2. As told to the U.K. Official PlayStation Magazine.

Quartermann - Video Game Gossip & Speculation

After so many people got their knickers in a twist over some of the stories we printed last month, let's make a few things clear. First of all...this is a page of rumor and speculation. We spend a lot of time, and put a lot of effort into piecing together pieces of information and forming conclusions based on this information. That is why everything is presented in the 'Rumor' and 'Truth' format. If you're going to take the information you find on this page, and mention it on your Web site, or in your fanzine, or anywhere else for that matter please: A) acknowledge the fact that this is rumor...not reported fact. Acknowledge the integrity of the people concerned with compiling this page. We're not trying to tell you something that isn't true—we're just passing on our conclusions based on the information we have. B) If you're going to quote us...give us some credit. Our Metal Gear Solid on Dreamcast story appeared all over the world within days of last month's issue hitting newsstands. Very few people mentioned where the info came from...and the rest of them got confused and seemed to think we were reporting solid news and spent far too much time and effort trying to debunk a story that was only a rumor.

OK...now that we've got that straight, let's launch straight into this month's rumors.

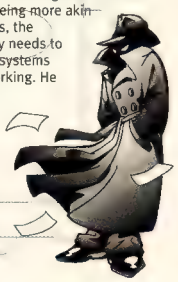
RUMOR Remember last month when we said Metal Gear Solid was coming to Dreamcast? **TRUTH** We still think that it's extremely likely, but it sounds to us like someone got their ass kicked when the story leaked out (go Q-Spy Network! Woohoo!). Konami has been back-peddling on the subject like it's some kind of new fitness fad, claiming that MGS is the sole responsibility of Hideo Kojima, and that he wouldn't release the rights for a conversion to anyone...least of all Microsoft. Regular readers will recall Konami's announcement at E3 regarding the PC deal they signed with Microsoft. The deal allows a two-way publishing deal. Microsoft can port console games to PC, and Konami can take Microsoft's PC titles and publish them on console. Can someone please tell us a Konami game that Microsoft could possibly want to port OTHER than MGS? Sure Castlevania would be lovely...and maybe some of the sports games (especially now that the big-K's mediocre line of sporty games has the ESPN tag on them)—but there's only one that makes real commercial sense. Believe the denials if you will, but we still believe that Metal Gear Solid is going to come to the PC...and in turn to Dreamcast. We may be wrong, but only time will tell.

RUMOR Dreamcast 2 is already in development at Sega and set for release by Christmas 2000. **TRUTH** Not Dreamcast 2, but NEC and Videologic have finished work on the replacement for the PowerVR 2DC graphics chip. The new chip is 100% compatible with the old, but apparently boasts specs more powerful than the nVidia GeForce 256. Quite how Sega will integrate this into the Dreamcast is unclear. An upgrade? A new box? Who knows...but we're on it and we'll bring you details next month.

RUMOR Ubi Soft is working on Rayman 3 as a possible PS2 launch game. **TRUTH** Determined to establish Rayman as a 'mascot' character, UbiSoft is already hard at work on piecing together the ultimate limbless wonder. Expect to see this day one on PS2.

RUMOR Final Fantasy X will be an online adventure, and not a scripted RPG pulled from DVD. Expect to see this on PS2 first. **TRUTH** Hironobu Sakaguchi recently hinted to us that Square has been experimenting with online role-playing games, and that the 10th game will be a very different style to previous FF games. Apparently the trials have already reached a very advanced stage and Sakaguchi intimated that within six months Square's technology would already be a match for Origin's Ultima Online engine. No release date is set, but considering that this is being designed for PlayStation 2, the timing will depend on the emergence of widespread broad bandwidth availability in both Japan and the U.S. Don't expect anything until well into 2001 then.

RUMOR Future incarnations of the Unreal engine will not be designed just for the PC, much of the code is rumored to be optimized for consoles like PS2 and Dolphin. **TRUTH** Unreal guru Tim Sweeney recently hinted in an online chat that the future of his 'baby' wasn't just in the PC games market. With the new consoles being more akin to high-end PC titles, the graphics technology needs to be portable across systems without major reworking. He also intimated that his team would be researching the network code for the new games to ensure that all versions of the next title in the series would be able to talk to each other.



Q-SPY SPECIAL REPORT

PS2

IN DEVELOPMENT

This is all 'word on the street' stuff. Nothing here is absolutely confirmed, but all of the information we have received comes from reliable sources, so the likelihood of many of these games happening is high. *(Many of the names are simply franchise titles rather than actual game titles...so, for example, don't expect the original Syphon Filter from 989—it will most likely be a new game.)*

Black & White (Lionhead)
Blade (Hammerhead)
C&C: Renegade (Westwood)
Crash Bandicoot (Naughty Dog)
Dead or Alive 2 (Tecmo)
Dragon Quest VIII (Enix)
Dragon Quest IX (Enix)
Duke Nukem Forever (3D Realms)
Ehrgeiz 2 (Square)
Ferrari F360 (Acclaim)
FIFA 2001 (EA Sports)
Final Fantasy X (Square)
Formula One 2000 (Psygnosis)
Furballs (Bizarre)
GameDay 2001 (989)
GTA 3D (DMA Design)
Jet Moto (989)
Legacy of Kain: Soul Reaver (Crystal)
Legion (Midway)
Loony Tunes (Infogrames)
Madden 2001 (EA Sports)
Medal of Honor (Dreamworks)
Metal Gear Solid 2 (Konami)
NBA Live 2001 (EA Sports)
Need for Speed (EA)
NHL 2001 (EA Sports)
On-line Crime World (Rockstar)
Outcast 2 (Infogrames)
Pac-Man (Namco)
Rayman 3 (Ubisoft)
Road Rash (EA)
Ready 2 Rumble 2 (Midway)
Ready 2 Rumble Wrestling (Midway)
Soul Calibur 2 (Namco)
Spider-Man (Neversoft)
Spy Hunter (Midway)
Syphon Filter (989)
Tony Hawk's Pro Skater 2 (Neversoft)
TrickStyle 2 (Criterion)
WipeOut 4 (Psygnosis)
Xevious (Namco)

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- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack

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Big Ol' Bass™

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20 DIFFERENT FISHING HOLES • NEW WORLD MONSTERS MODE • DUAL SHOCK™ Analog Controller



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PlayStation®

THIS GAME IS FOR EVERYONE
ALL MATERIAL IS SUITABLE FOR TEENAGERS. CONTENT RATED BY ESRB.

EVERYONE E

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PRESS START

The Top 20 Best-Selling Games of October, 1999

1 - Pokémon Yellow



After a month out of the top five, **Nintendo's** Pokémon comes right back to dominate. Yellow is the newest of the versions in the U.S., and features Pikachu more prominently and has different artwork for the Pokédex.

LAST MONTH	NEW
8.0 Chris	6.0 Crispin
8.0 Che	6.0 Shoe

2 - Pokémon Red



Over a year old, both Pokémon Red and Blue remain very strong sellers. With the release of the movie, sales of the games are likely to only get stronger, and we're sure Pokémon will be the best-selling game of the year.

LAST MONTH	3
9.0 John R	8.0 Crispin
8.0 John D	9.0 Sushi

3 - Pokémon Blue



It may be banned at schoolyards across the country, but there's no stopping the runaway popularity of the Pokémon games. Of course, it's all a question of how long this popularity is going to last. When will it end?

LAST MONTH	4
9.0 John R	8.0 Crispin
8.0 John D	9.0 Sushi

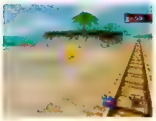
4 - Pokémon Pinball



Pinball and Pokémon go well together. This takes advantage of **Nintendo's** rumble cartridge, and includes a few voice samples of Pikachu. Includes plenty of secrets to find while trying to catch all 151 Pocket Monsters.

LAST MONTH	7
8.0 Review Crew	

5 - Pokémon Snap



Please keep your hands inside the train, because you never know when Pokémon might attack. **Nintendo** brings safari picture-snappin' action to the N64. You can save your favorite Pokémon pictures for later viewing.

LAST MONTH	10
8.5 Chris	8.0 Che
8.5 Shawn	8.0 Crispin

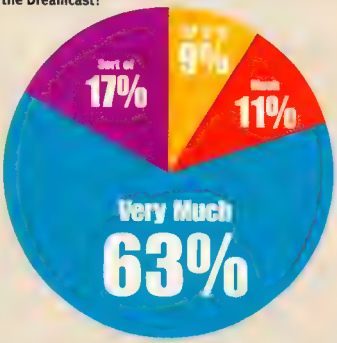
		LAST MONTH
6	Driver GT Interactive	11
7	Final Fantasy VIII Square EA	1
8	Tony Hawk's Pro Skater Activision	NEW
9	Madden NFL 2000 Electronic Arts	2
10	NASCAR 2000 Electronic Arts	NEW
11	Dino Crisis Capcom	NEW
12	Gran Turismo SCEA	8
13	Final Fantasy Anthology Square EA	NEW
14	WCW Mayhem Electronic Arts	NEW
15	NFL 2K Sega	5
16	Spyro the Dragon SCEA	15
17	Super Mario Bros. Deluxe Nintendo	20
18	Army Men: Sarge's Heroes 3DO	NEW
19	Star Wars Ep 1: The Phantom Menace SCEA	18
20	NFL GameDay 2000 989 Studios	14

Source: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff.

VIDEOGAMES.COM POLL

Go Online With Dreamcast

How much are you looking forward to playing games online with the Dreamcast?



Source: Videogames.com main poll results for 10/11/99

SOUTHPEAK™ INTERACTIVE

THE DUKES OF HAZZARD™

RACING FOR HOME



I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

A Mission-Based Arcade Racing Game

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PlayStation

EVERYONE E CONTENT RATED BY ESRB



PRESS START

Compiled By Chris Johnston chris_johnston@zd.com
& Jennifer Whitesides

Coming Soon - January 2000

December

Game Boy Color

1942 - Capcom	Shooting
All Star Tennis 99 - Ubi Soft	Sports
Armorines: Project S.W.A.R.M. - Acclaim	Action
Army Men - 3DO	Action
Azure Dreams - Konami	Action
Bowling - Vatical Entertainment	Sports
Carmageddon - Titus	Action
Cat Woman - Vatical Entertainment	Action
Catz - Mindscape	Misc.
Daffy Duck - Electro Source	Misc.
Darts - Vatical Entertainment	Sports
Deja Vu - Vatical Entertainment	RPG
Dogz - Mindscape	Misc.
Dukes of Hazzard - Redstorm	Racing
Game & Watch Gallery 3 - Nintendo	Misc.
Ghosts 'n' Goblins - Capcom	Action
Godzilla - Crave	Action
Hot Wheels Stunt Track Driver - Mattel	Racing
International Track & Field 2000 - Konami	Sports
Knockout Kings 2000 - Electronic Arts	Sports
Marble Madness - Midway	Misc.
Mask of Zorro - Electro Source	Action
Matchbox Caterpilar Const. - Mattel	Misc.
Micro Machines 1 & 2: Twin Turbo - THQ	Action
Micro Machines V3 - THQ	Action
Mission: Impossible - Infogrames	Action
NBA Courtside 3 on 3 Challenge - Nintendo	Sports
NBA In the Zone 2000 - Konami	Sports
NBA Live 2000 - THQ	Sports
NBA Showtime - Midway	Sports
NFL Blitz 2000 - Midway	Sports
Polaris Snocross 2000 - Vatical Entertainment	Racing
Puzzle Master - Metro 3D	Puzzle
Ready 2 Rumble Boxing - Midway	Sports
Shamus - Vatical Entertainment	Action
South Park - Acclaim	Action
Speedy Gonzales - Electro Source	Action
Star Wars Ep. One: Racer - Nintendo	Racing
Supreme Snowboarding - Infogrames	Sports
Test Drive Off-Road 3 - Infogrames	Racing
Tiger Woods 2000 - THQ	Sports
Top Gear Rally - Vatical Entertainment	Racing
Uno - Mattel	Misc.
Urban Chaos - Eidos	Action
Vegas Games - 3DO	Misc.
WCW Mayhem - Electronic Arts	Sports
Wings of Fury - Mindscape	Action
Worms Armageddon - Infogrames	Action
Yoda Stories - THQ	Adventure

PlayStation

Army Men: Sarge's Heroes - 3DO	Action
Blaster Master II - Electro Source	Action
Broken Sword 2 - Crave	Adventure
Carmageddon 2 - Interplay	Action
Caesars Palace 2000 - Interplay	Misc.
Crusaders of Might & Magic - 3DO	Action
Detonator - Working Designs	RPG
Die Hard Trilogy 2 - Fox Interactive	Action
ESPN NBA Tonight - Konami	Sports
ESPN Outdoors Bass Fishing - Konami	Sports
Fatal Fury: Wild Ambition - SNK	Fighting
Fighting Force 2 - Eidos	Fighting
Flintstones Bedrock Bowling, The - SouthPeak	Sports
Formula One '99 - Psygnosis	Racing
Gekido - Interplay	Action
Gran Turismo 2 - SCEA	Racing
International Track and Field 2000 - Konami	Sports
Jeremy McGrath 2000 - Acclaim	Racing
LEGO Rock Raiders - Lego Media	Action
Macross VF-X2 - Bandai	Action
March Madness 2000 - Electronic Arts	Sports
NBA Shootout 2000 - 989 Studios	Sports
NHL Blades of Steel 2000 - Konami	Sports
Official Formula One Racing - Eidos	Racing
Renegade Racers - Interplay	Racing
Roadsters - Titus	Racing
Shao Lin - THQ	Fighting
Smurfs - Infogrames	Adventure
South Park Rally - Acclaim	Racing
TNN Motorsports Hardcore 2 - ASC Games	Racing

Nintendo 64

Armorines: Project S.W.A.R.M. - Acclaim	Action
Asteroids Hyper - Crave Entertainment	Action
Bassmasters 2000 - THQ	Sports
Brunswick Circuit Pro Bowling - THQ	Sports
Carmageddon - Titus	Action
Castlevania Legacy of Darkness - Konami	Action
Cyber Tiger Woods Golf - Electronic Arts	Sports
Excitebike 64 - Nintendo	Racing
Harrier 2001 - Video System	Flying
Harvest Moon 64 - Crave Entertainment	RPG
Jeremy McGrath Supercross 2000 - Acclaim	Racing
Monopoly - Hasbro Interactive	Misc.
South Park: Chef's Luv Shack - Acclaim	Misc.
South Park Rally - Acclaim	Racing
Space Invaders - Activision	Action
StarCraft 64 - Nintendo	Strategy
Supercross 2000 - Electronic Arts	Racing
Vigilante 8: Second Offense - Activision	Action
Worms Armageddon - Infogrames	Strategy

Dreamcast

Armada - metro3D	Action
Caesars Palace 2000 - Interplay	Simulation
Evolution - Ubi Soft	RPG
F-1 World Grand Prix - Video System	Racing
Fighting Force 2 - Eidos	Fighting
MDK2 - Interplay	Action
Microsoft Combat Flight Simulator - Konami	Simulation
Rainbow Six - Majesco	Action
Renegade Racers - Interplay	Racing
Roadsters - Titus	Racing
Shadow Man - Acclaim	Action
Street Fighter Alpha 3 - Capcom	Fighting
Test Drive 6 - Accolade	Racing
Worms Armageddon - Hasbro Interactive	Action

January

Game Boy Color

Armada Secret Weapon - Metro 3D	Action
Battle Tanx - 3DO	Action
Bionic Commando - Nintendo	Action
Brunswick ProPool - Vatical Entertainment	Sports
Bugs Bunny 4 - Vatical Entertainment	Misc.
Carnivion - Vatical Entertainment	Action
Dragon Warrior Monsters - Eidos	RPG
Lord Baniff's Deceit - Vatical Entertainment	Action
Muppets - Take 2 Interactive	Action
Punchi Carat - Tommo	Puzzle
Resident Evil - Capcom	Action
Shadow Man - Acclaim	Action
Thrasher Skate and Destroy - Take 2 Interactive	Sports
Toobin - Midway	Action
Wicked Surfing - Interplay	Sports

PlayStation

All Star Tennis - Ubi Soft	Sports
Army Men Sarge's Heroes - The 3DO Company	Action
Baldur's Gate - Interplay	RPG
Bassmasters Classics: Tourn. Edition - THQ	Sports
Chocobo's Dungeon 2 - Square EA	RPG
Danger Girl - THQ	Action
Die Hard Trilogy 2 - Fox Interactive	Action
Elmo in Grouchland - Mindscape	Misc.
ESPN NBA Tonight - Konami	Sports
Fear Effect - Eidos	Action
Jeff Gordon XS Racing - ASC Games	Racing
Jeremy McGrath 2000 - Acclaim	Racing
K-1 Grand Prix	Racing
Misadventures of Tron Bonne - Capcom	Action
Nickelodeon Cat Dog - Hasbro	Action
Panzer General Assault - Mindscape	Strategy
Road Rash Unchained - Electronic Arts	Action
Superbike 2000 - Electronic Arts	Racing
Superman - Titus	Action
Tanktics - Interplay	Action
Tiger Woods & PGA Tour 2000 - Electronic Arts	Sports
Tomba! 2: The Evil Swine Return - SCEA	Action
Urban Chaos - Eidos	Action

Nintendo 64

AirBoardin' USA - ASCII	Sports
Battlezone - Activision	Action
Mario Party 2 - Nintendo	Misc.
NBA In the Zone 2000 - Konami	Sports
NHL Blades of Steel 2000 - Konami	Sports
Tarzan - Activision	Action
Tony Hawk's Pro Skater - Activision	Sports

Dreamcast

Castlevania: Resurrection - Konami	Action
Jeremy McGrath Supercross 2000 - Acclaim	Racing
Microsoft Combat Flight Sim - Konami	Simulation
Resident Evil: Code Veronica - Capcom	Action
Sega Sports NHL 2000 - Sega	Sports
Star Trek New Worlds - Interplay	Action
Viva Soccer - Interplay	Sports

February

Game Boy Color

2000-1 Tunes - Infogrames	Misc.
Cage, The - Metro 3D	Action
Casper - Interplay	Misc.
Dark Angel Anna's Quest - Metro 3D	RPG
Frisbee Golf - Vatical Entertainment	Sports
Golf King - Crave Entertainment	Sports
Jack Nicklaus Golf - Vatical Entertainment	Sports
Quest RPG - Electro Source	RPG
Rally Racing - Konami	Racing
Rayman - Ubi Soft	Action
Test Drive Cycles - Infogrames	Racing
Wicked Surfing - Interplay	Sports

PlayStation

Eagle One - Infogrames	Adventure
Earthworm Jim - Take 2 Interactive	Action
Gauntlet Legends - Midway	Action
Gekido - Interplay	Action
Iron Soldier 3 - Kemco	Action
Jackie Chan Stuntmaster - Midway	Action
Konami Rally - Konami	Racing
LeMans Racing - Infogrames	Racing
Lunar 2 Eternal Blue - Working Designs	RPG
Major League Soccer - Konami	Sports
NASCAR Rumble - Electronic Arts	Racing
PGA European Tour - Infogrames	Sports
Rayman 2 - Ubi Soft	Action
Reel Fishing II - Natsume	Sports
SaGa Frontier 2 - Square EA	RPG
Silent Bomber - Bandai	Action
Sim Theme Park - Electronic Arts	Strategy
Spec Ops - Take 2 Interactive	Action
Team Buddies - Activision	Action
Test Drive Cycles - Infogrames	Racing
Wild Metal - Take 2 Interactive	Action
Wild Wild West - Redstorm	Action

Nintendo 64

40 Winks - GT Software	Action
Caesar's Palace - Crave Entertainment	Misc.
Looney Tunes: Duck Dodgers - Infogrames	Action
Looney Tunes: Space Race - Infogrames	Action
Looney Tunes: Taz Express - Infogrames	Action
Ridge Racer 64 - Nintendo	Racing

Dreamcast

Boarder Zone - Infogrames	Racing
Carrier - Jaleco	Action
Deep Fighter - Ubi Soft	Fighting
Espionage Agent - Tommo	Action
MDK 2 - Interplay	Fighting
Metropolis Street Racer - Sega	Racing
Rayman 2 - Ubi Soft	Action
Sega Sports NHL 2000 - Sega	Sports
Space Invaders - Activision	Misc.
Toy Story 2 - Activision	Action
UEFA Striker Pro 2000 - Infogrames	Sports

March

Game Boy Color

Alice in Wonderland - Nintendo	Adventure
Blaster Master II - Sunsoft	Action
Crystalis - Nintendo	RPG
Jimmy White's Cue Ball - Vatical Entertainment	Misc.
Rainbow Six - Southpeak Interactive	Action

PlayStation

Colony Wars: Red Sun - Activision	Shooting
Darkstone - Take 2 Interactive	RPG
Formula One Championship - Electronic Arts	Racing
Men In Black - SouthPeak Interactive	Action
MK Special Forces - Midway	Fighting
Motocross Madness - Activision	Racing
Paperboy - Midway	Action
Railroad Tycoon - Take 2 Interactive	Strategy
Rollcage Extreme - Activision	Racing
Saboteur	Action
X-Men - Activision	Fighting

Nintendo 64

MK Special Forces - Midway	Fighting
Pokémon Stadium - Nintendo	Fighting
X-Men - Activision	Action

Dreamcast

Dark Angel: Vampire Apocalypse - Metro 3D	Action
Swords of Vengeance	Action



SNOWBOARDING ETIQUETTE

with Brew

SPONSORED BY COOL BOARDERS 4

YOUR GUESTS SHOULD STAY IN COMFORT. NO MORE THAN 8 TO A ROOM.

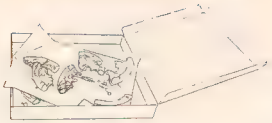


Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.



DON'T LITTER THE MOUNTAIN WITH UNNECESSARY TISSUES.

DISCARDED PIZZA CRUSTS *are great for* EARLY MORNING CARBS.



Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grabs and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



As you jump through a boxcar, don't stare at the hobos. They're people too.



When crossing a road, share a good moon with a family. Preferably one in a mini-van.



In the heat of competition, show no etiquette. Losers never get the honeys.



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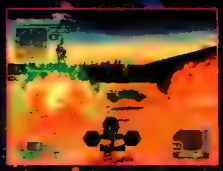
PlayStation

EVERYONE E

989 STUDIOS


HSU AND CHAN
チャン
GAME DESIGNERS IN...
SECRET AGENT CHAN!
HE'S A MAN WHO LEADS A LIFE OF DANGER!
ARRGH! I SPILLED COFFEE ON MY PANTS! AGAIN!
THE OFFICES OF ÜBER-TUBER INTERACTIVE!
HELLO, VIDEO GAMERS! I'M HSU TANAKA. THIS IS MY BROTHER, CHAN!
HEYO!
CHECK OUT THE DIGS! OUR NEW PROJECT HAS AFFORDED US ACCESS TO ALL MANNER OF HIGH-SPEC COMPUTER AND WHATNOT! REV 'ER UP, CHAN!
VROOM!!
I Macs are for Sissies
Power
PUTT PUTT PUTT
THOUGH CHAN AND I NORMALLY WORK ALONE FROM OUR HOME-BASED STUDIO, WE CAN BE LURED OUT FROM TIME TO TIME WITH COPIOUS AMOUNTS OF MONEY!
AND FREE FOOD!
YOU ARE SO RIGHT, BROTHER CHAN!
TODAY, ÜBER-TUBER INTERACTIVE HAS CONTRACTED US TO FIX A FEW BUGS IN AN UPCOMING ACTION/ESPIONAGE TITLE.
ONE SUCH GLITCH CAUSES THE GAME TO LOCK UP WHENEVER THE PLAYER TURNS RIGHT SIX TIMES WITH THE DARTRINGER DRAWN WHILE IN "CLOWN DISGUISE" MODE.
IT'S REAL LIFE-OR-DEATH STUFF
MY CREAM CHEESE!
TASTY DONUT
WERE WE AT HOME, THESE PROBLEMS COULD BE SOLVED IN ABOUT THIRTY MINUTES AND 40-SOMETHING LINES OF CODE. HOWEVER, DUE TO COMPLICATIONS RESULTING FROM A DIFFERENT WORKING ENVIRONMENT, SUCH AS BEING PAID BY THE HOUR, I'D BE SURPRISED IF WE COULD BRING THESE SUCKERS DOWN IN LESS THAN... HMM. WHAT WOULD YOU SAY, CHAN?
CHOOM CHOMP
FOUR DAYS, MINIMUM IF THE WEATHER'S FAIR.
MIND YOU, MONEY IS NOT THE ONLY ATTRACTION OF THIS TYPE OF JOB. THERE ARE OTHER ADVANTAGES TO WORKING IN AN OFFICE ENVIRONMENT, THOSE BEING:
AND, 2.) THERE'S OTHER PEOPLE AROUND TO BLAME SHOULD YOU ACCIDENTALLY BREAK ONE.
1.) YOU GET TO WORK WITH RIDICULOUSLY POWERFUL AND EXPENSIVE PIECES OF EQUIPMENT
GOOD MORNING DAVE
JENKINS! IS THIS YOUR DONUT LODGED IN THE LASER PRINTER?
SPEAKING OF DONUTS, PASS ME ONE, WOULD YOU, CHAN?
UM. THERE AREN'T ANY MORE.
SEE WHAT WE DO?
YOU MEAN... THAT'S THE LAST ONE?
UH...
MUNCH! GOBBLE GOBBLE! SNORK!
AAAIIGH!!
INFIDEL! MY OWN BROTHER HAS BETRAYED ME!!
NOW YOU SHALL FEEL...
THE FISTS OF DOOM!
MMF!
OW! OW! LEGGO!
SUFFER!
TWEAK!
ALRIGHT, I GIVE! I'LL GET YOU SOME MORE DONUTS!
WHAT? MORE? I THOUGHT YOU SAID...
NOT HERE. THERE ARE SEVERAL BOXES IN THE CONFERENCE ROOM DOWNSTAIRS, HOWEVER.
THE CONFERENCE ROOM?!!
CHAN, YOU CAN'T GO DOWN THERE -- A MEETING IS IN PROGRESS! HORDES OF RICH, FAT, BALD MEN WEARING SUITS! WHEN THEY SEE YOU, YOU'LL BE KILLED!
I CORRECT YOU, MY BROTHER: IF THEY SEE... ME.











Sweet Tooth's back and in charge of the original car combat freakshow, **Twisted Metal 4**. With new interactive battlegrounds, *wicked characters*, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's *evil* henchmen. *Man*, as if clowns weren't scary enough.

989 STUDIOS

www.989studios.com

PlayStation

RP RATING PENDING

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Hsu & Chan by Jeremy "Norm" Scott

EAGLE ONE
HARRIER ATTACK™

GOLDEN BEACHES, SWAYING PALMS, DEADLY TERRORISTS...

NO EJECT BUTTON.

Aloha...Hawaii is under siege from terrorist fanatics. As *Eagle One*, command the searing action and fly 5 different attack planes, including the Harrier Jumpjet, into the latest hot spot. Turn'n burn, baby...it doesn't get much Harrier than this.

- Pilot your fully loaded Harrier Jumpjet through 25 adrenaline-pumping missions.
- Attack enemy planes, ships and ground forces in frenzied anti-terrorist action.
- 1st & 3rd person views capture the non-stop heat.
- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights; or grab a wingman to take out the enemy in cooperative mode.





PlayStation INFOGRAMES RP GLASS GHOST

www.eagleone-thegame.com

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Head to head to head to head combat
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HEART-POUNDING DEATHMATCHES
36 multi-player levels designed for maximum combat intensity!



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16 LETHAL WEAPONS, 12 DEADLY POWERS
Cerebral Bore, Chest Burster, War Club! Invisibility, Stone Skin, Force Empathy!



BATTLE ALONGSIDE A FEROCIOUS BOT!
Create your own computer-controlled teammate to join you in action!

Since time began, the Light Burden has contained the power of creation. The power of good. And evil. Now, fierce war rages for control of this power. Step into the fight of your life. Battle in the ultimate primeval multi-player bloodmatch. And prove yourself worthy to wield the Light Burden! Four can play. Only one can win. Will you survive the Rage Wars?

MATURE M CONTENT RATED BY ESRB

GAME BOY COLOR

NINTENDO 64

Acclaim

www.turok.com

"THE GOALIE ANIMATIONS ARE INCREDIBLE. IF I COULD DO ALL THAT STUFF I DON'T THINK I'D GIVE UP VERY MANY GOALS."

– STEVE SHIELDS · SAN JOSE SHARKS

The name of the game is speed, power, agility and enough moves to bring the house down. After beating the Washington Capitals 2-1 the day before, the San Jose Sharks were eager to strut their cyber stuff. What better way to unwind than to suit up with a little EA SPORTS NHL 2000?

Todd Zuniga



Bryan Marchment, right, was a huge physical presence (as always) pummeling teammate Jeff Norton five consecutive times.



Third overall draft pick and veteran EA SPORTS hockey gamer Brad Stuart proved he could win on the ice and away from it as he displayed all the panache and skill of a wily veteran. It wasn't even close as he amassed seven goals in one game as he ravaged the EA SPORTS' NHL 2000 tourney held in the San Jose Shark locker room.

But it wasn't all offense. The power-check button was in full effect and one too many crosschecks in between the shoulder blades led to tough guy Bryan Marchment dropping the gloves and laying the smack down on all his fighting challengers.

EA SPORTS NHL 2000

PRO TOURNAMENT





Todd Zuniga

Goalie Steve Shields, left, and defensemen Brad Stuart and Mike Rathje scope the competition as Wingers Jeff Friesen, center, and Dave Lowry slip in the corners.



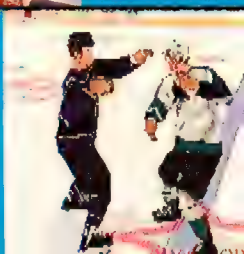
Jon Tomlinson/Allsport

DAVE LOWRY
SAN JOSE SHARKS
"The most important thing in hockey is speed. This game really captures the greatest element of the greatest game on Earth."



Stephen Dunn/Allsport

BRYAN MARCHMENT
SAN JOSE SHARKS
"It's such a fast-moving game, but I couldn't score a lick. Then again, I won all five fights I was in, so it seems perfectly realistic to me."







Wingers Jeff Friesen, left, and Dave Lowry are all smiles as they drop the puck in a simulated Stanley Cup Finals between the San Jose Sharks and the Ottawa Senators.



Todd Zuniga



Todd Zuniga



Eric Hasegawa/Allsport

BRAD STUART

SAN JOSE SHARKS

"I've always loved EA SPORTS' hockey games. It's a little bit weird playing the video game now that I skate on the ice with lots of those guys."

Brad Stuart enjoys the power of the new BIG HIT button and the realism of NHL 2000 has to offer.

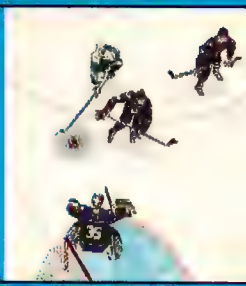


Jamie Squire/Allsport

JEFF FRIESEN

SAN JOSE SHARKS

"We play tournaments when we're on long road trips. It's great to see how much the NHL games have evolved."



Chris Covatta/ALLSPORT

"WE'RE A TEAM THAT'S FINALLY STARTING TO GAIN RESPECT. IT'S DIFFERENT, BUT WE'VE GOT A GREAT TEAM, AND WITH IT A LEGITIMATE SHOT AT THE STANLEY CUP."

– TONY GRANATO

ELECTRONIC GAMING MONTHLY
We Compete with the Best!

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PlayStation
Game Boy Color
Arcade

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WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

We're now in the part of the year where the preview coverage drops off significantly. Why, you ask? Well, game companies want to make lots o' money. To make extra 'lots o' money,' they ship out their games during the month of November, complete and bug-free or not. You see, we consumers tend to buy more games for Christmas than we do for Easter...so this is the time of year to release the most number of products to get the biggest bang for the buck. It's actually rather unfortunate. It's a fact—some companies have even privately admitted so to us—that in order to reach sales quotas promised to stockholders, they'll release an incomplete game (rushed, bugs, etc.). Bleh.

But we digress. The coverage is a little lighter this month because we've covered most of the fourth-quarter stuff already. You can especially tell this with the Nintendo 64 previews. They're getting awfully light, and it doesn't bode well for the system. With Sega's hot new system on the market and the PlayStation's cheap CD format, no one really wants to make N64 games any longer. Oh well...at least we can look forward to Perfect Dark.



Perfect Dark...the last great N64 game?

You'll also notice that we're missing a PlayStation2 previews section this month. We kinda "blew our wad" with the PS2 coverage last month, so we don't have much to cover in this issue. Worry not...as soon as the action picks up a little in Japan, we'll resume regular PS2 coverage.

TOP 5 Preview Picks

1. Gran Turismo 2	PlayStation, December 1999
2. Sega GT	Dreamcast, Q2 2000 (Japan)
3. Legacy of Kain: Soul Reaver	Dreamcast, March 2000
4. Tomba! 2: The Evil Swine Return	PlayStation, January 2000
5. Fear Effect	PlayStation, Q1 2000

Which of the following companies will be the most successful this holiday season?

source: videogames.com online poll









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EA SPORTS







ULTIMATE SPORTS GAMER'S GIVEAWAY





1 GRAND PRIZE WINNER

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NHL 2000 · Knockout Kings 2000 · Madden 2000 · NASCAR 2000 · NBA Live 2000 · NCAA Football 2000 · Supercross 2000 · FIFA 2000 · March Madness 2000

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The Future of Blowing $#!% Up
MAXIMUM SECURITY
CHICO
Look for the Vigilante 8: 2nd Offense™
High Octane Comic Book from CHAOS!
All screen shots from Sega Dreamcast™, except for four-player shot from Nintendo 64.
TEEN
CONTENT RATED BY ESRB
NINTENDO
PlayStation
Sega Dreamcast

is Here!



Standard Burro Prison Bus.



Fully Upgraded Bus with Hovering Power-Up.

Now upgrade any *Vigilante 8: 2nd Offense* vehicle with extra speed, armor, target avoidance and more!



Get back on the bus for even more blistering, off-road auto combat insanity in 10 totally destructible arenas.



Cruise, bruise and pick-up hidden weapons, plus special power-ups that let you float, hover and tread on snow.



Control 15 all-new, fully loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.



Blast 'em sky-high in one and two-player modes, or up to four-player on Sega Dreamcast™ and Nintendo 64™.

"Vigilante 8: 2nd Offense leaves the competition in the dust!"
- PSM

VIGILANTE 8 2ND OFFENSE™

IF IT DRIVES BY, BLOW IT UP!

Luxoflux

ACTIVISION.

www.activision.com



LIFE ON THE VMU

Like VMU games? Zombie Revenge has a couple of them to satisfy your appetite...literally. You can buy food for your character (which can be used in the game), unlock new modes/costumes and more.

Zombie Revenge

Sega
Sega
1-2
Action
85%
January 2000
Arcade
www.sega.com

The Basics: Grab a friend and kick the crap out of the undead. What more could a gamer want?

The Bad: Being surrounded by zombies with no weapons.

And The Ugly: The "goo boss" that vomits green slime on you. Yuck!



In the game's Fighting Mode you select from one of the game's characters and go head-to-head against a friend or the computer.



One of the most visually stunning areas of the game takes place on top of a train. Just take a look at this boss fight.

You can't keep a good zombie down. In this side-story to Sega's gun-totin', zombie-blastin' horror fest The House of the Dead, you're off to find out what went wrong with a government experiment to turn the undead into soldiers (as if that isn't obvious from that premise). Originally seen in the arcades on Sega's Naomi, it has been perfectly ported to the Dreamcast.

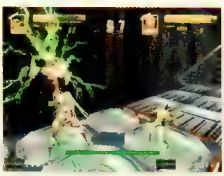
Zombie Revenge is divided up into seven episodes, each in a different environment—alleys, sewers, on top of a train, inside a chemical plant and through the original House of the Dead, to name but a few. There are three characters—Stick Breitling (what a name, eh?), Linda Rotta and Rikiya Bujushima. To battle the zombies, you can use fists or choose from a vast smorgasbord of weaponry that are hiding in boxes or are dropped by zombies.

There are fives modes of play: Arcade, Original, Vs. Boss, Fighting and Training Room. While Arcade Mode is a straight-up version of the arcade game, Original Mode includes two enhanced play modes specific to the DC version. The first is Gun Mode, where punches and kicks are weaker while weapon firepower is increased (but you don't get as much ammo). Second is Bare Knuckle Mode, where punches and kicks reign supreme (you can't pick up weapons or ammo in this mode). There are also extra cheats to unlock by beating the game—one of which is an Area Select.

Like its name implies, Vs. Boss Mode has you only playing through Boss encounters one after another. Fighting Mode turns it into a one-on-one brawlfest between you and a second player or the computer. Here, you can also set up Zombie Assist, which will let loose a few walking corpses that will interfere with your fights. It's not the most complex fighting game, but does the trick nicely.

One of the other odd enhancements is that you can use the Fishing Controller or Dreamcast Gun to control your characters. Using the Fishing Controller seems pretty limited, but with the gun you use the control pad to move and the trigger to actually shoot. Why anyone would want to use those is beyond us, but you do have the option.









I, ZOMBIE

Evil Dead

To appreciate just how amazing the graphics are in Zombie Revenge, you have to see it in motion. But, since we can't provide a flip-book, check these out...







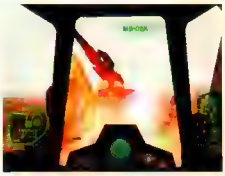


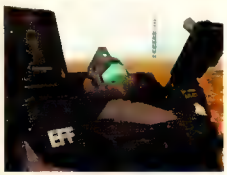
GUNDAM WING

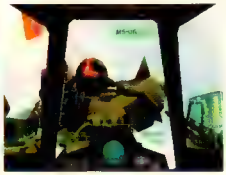
Gundam Side Story 0079's release will coincide with a TV series to air on the Cartoon Network this spring. The series, called *Gundam Wing*, will slot in the prestigious Toonami afternoon lineup.

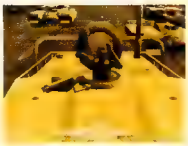
Gundam Side Story 0079

Bandai
BEC
1
Action
90%
March 2000
None
www.bandai.com
Excellent graphics, great voice acting, fun mech sim.
Controls can be frustrating at times.
The look on your face when you accidentally leave the mission zone and abort the mission.











The 3D engine in Gundam Side Story 0079 powers all of the cutscenes before and after each mission. Every screenshot here is in-game and real time...it made us grateful that the Dreamcast and the next generation of graphics have finally arrived.

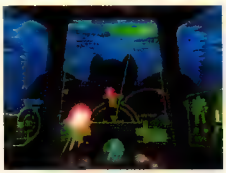
In Japan, the Gundam franchise commands a huge empire of entertainment. The series, which first hit Japanese airwaves in 1979, was revolutionary for portraying giant mechs as just another cog in the machinery of war. These gigantic "Mobile Suits" were mass-produced like tanks, and were equally as susceptible to damage and destruction. In other words, this was the future of war—and these were the grunts on the frontline.

Following their release of Macross VFX-2 on the PlayStation (see *EGM* #125), Bandai hopes to capture a similarly niche audience with Gundam Side Story 0079: Rise From The Ashes on the Dreamcast. Like the two previous Gundam side stories on the Sega Saturn, Rise From the Ashes is more of a sim than an all-out action arcade title. The similarities with the game's control scheme and mission objectives suggest that Gundam 0079 is a direct follow-up to the Saturn titles.

If you're expecting Virtual On-style gameplay, give yourself some time with Gundam's controls. The game is slower-paced and more sim-oriented. While shooting, blocking and dashing are important aspects of Gundam's gameplay, you'll find that a lot of the action boils down to a good beatdown with the Beam-Saber. The game does a convincing job of bringing you into the cockpit; each step you take, each burst from the 60mm Vulcan cannon resonates nicely with the Dreamcast Jump Pack. Unfortunately, there's no third-person perspective so some of you may find the cockpit to be a bit claustrophobic in heated moments of melee. Eventually, you can choose between two variations of the GM and the heavily armored RX-77 Mobile Suits to use for each mission. Like all good sims, it's important to understand each suit's limitations and expertise.

Gundam 0079 is a real contender for some of the richest graphics yet on the Dreamcast. Each of the mechs are cut with so much detail, they look like FMV at a glance. Also impressive is the level of interaction with background objects (stuff blows up real good). 3D terrain means you can use hills to mask your presence. For fans of Gundam, the authenticity here is a dream come true.









TEAMWORK

Gundam It!



Teamwork is vitally important in Gundam Side Story 0079. Since the game tries to simulate dynamic skirmishes between your squad and the Zeon forces, you'll learn to give them commands and direct their course of action. By pressing the Start button, you access the overhead map that allows you to point-and-click your teammate's destination and targets. A good strategy is to triple team an enemy Mobile Suit. While members of your squad are engaged in hand-to-hand combat with an enemy Zaku, you can snipe away at the opposition. OK, so it isn't quite as deep as a real-time strategy game, but it does add an extra dimension to the game.

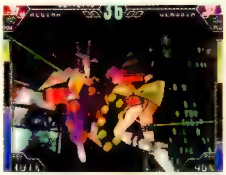
PREVIEW

DID YOU KNOW?

One of Japan's most hardcore gaming publications, *Gamest* (now unfortunately defunct), once rated Psychic Force as being one of the year's best fighting games in the arcade.

Psychic Force 2012

	Taito
	Taito
	1-2
	Fighting
	100%
	November 1999
	Arcade
	www.taito.co.jp
	Smooth fast action, innovative fighting system.
	Real-time intro is lackluster, where's the anime?
	Some of the translation is a bit...dubious.



OK, there's no escaping a little fan service when it comes to anime-heavy games like Psychic Force. Above, Regina shows off the goods.



Psychic Force 2012 takes place in a number of different locales: lava pits, freeways, rain storms, even the open sky.

In Japan, where fighting games are scientifically dissected, Psychic Force has attained the sort of critical and fanfare acceptance reserved for games like Tekken and Street Fighter here in America. Psychic Force 2012 is an indirect sequel, ported over to the Dreamcast from Taito's own Wolf arcade board to fine perfection. The proper sequel, Psychic Force 2, recently released in Japan for the PlayStation, is more or less the same game minus the power of a Dreamcast.

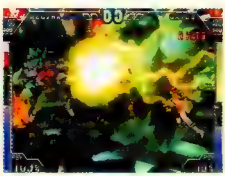
There's something quintessentially anime about kung-fu fightin' in the sky. Like in JoJo's Bizarre Adventure or Eretzvaju (Evil Zone), the 13 combatants here are bestowed with psychic abilities that bend the laws of physics. Even though you're floating in midair (but caged in a transparent cube), you pretty much fight in 2D (a bit like Tekken and Virtua Fighter). Yes, sidestepping is an important part of the strategy, but by nature, moving in and out of the screen has less emphasis in Psychic Force. This is because much of the gameplay centers on projectile and distance attacks.

Each character in the game can pull off long-range attacks simply with the press of a button. These attacks won't damage your enemies much, but it's the equivalent of the poke and interrupt tactic in other fighting games. More powerful projectiles can be dished out by performing traditional "fireball" or "dragon punch" D-Pad motions. When the action gets up close, each character can pull out combos or throws. Overall, the gameplay is set to a distinct and innovative pace; you'll need to mix close-in tactics with lots of long-ranged attacks, know when to play defense and recharge your psychic meter, in order to overcome your opponent.

The graphics in Psychic Force 2012 are easily the best in the series. The game whips along at a solid 60 fps while retaining some truly over-the-top special moves and particle effects. The Dreamcast version also features both an arcade mode as well as a story mode which has prologues and epilogues around every bout. There's no doubt that this is the definitive version of Psychic Force, but the question remains: will American audiences catch on?









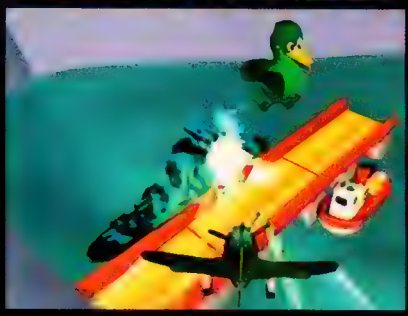
LOCALIZATION

EGM Loves Subtitles



How many times have you played through a game, watched a movie or anime and pined for decent voice acting and/or subtitles? Well, as Japanese animation becomes more mainstream in America, game publishers are flirting with the idea of shipping a title with Japanese voices or text. Not only is it more economical for the publishers (in this case, Taito), it keeps the game intact culturally—and here at *EGM*, we're all about multi-culturalism. Honorable mention also goes out to Namco for the subtitles in Soul Calibur. Psychic Force 2012, being from the anime school of design, is a perfect candidate for subtitles!



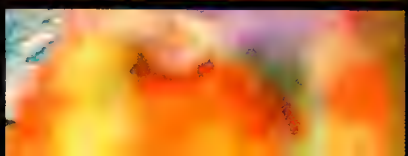


YOU CAN ATTACK, BUT YOU CAN'T ESCAPE

WHEN GOOD TOYS GO BAD.







Sega Dreamcast. IT'S THINKING

//08. TOY COMMANDER™

—Neglected, angry toys overrun your house at 60 fps. Show them you still care as you bomb, hotrod, bulldoze and vacuum through 8 rooms and 50 hours of flooded kitchens, hordes of bitter playthings and a giant lizard in a bunny suit. Lose the chaps, Woodrow, it's a totally different story.

sega.com

EVERYONE E ESRB

toy COMMANDER™



CADDY SHACK MEMORIES

Caddy Shack has to be the most quoted movie of all time. Here's Carl, the slightly retarded Assistant Green's Keeper, at the ball washer. "Ooh, I'll show you the meaning of respect."

Tee Off Golf

Acclaim
Bottom Up
1-4
Sports
70%
December 1999
None
www.acclaim.com
The game has potential as a Hot Shots clone.
Physics seem a bit off.
Anime fans will like the characters, others may not.





An important part of any golf swing is the angle at which the ball is struck. Tee Off lets you control back and top spin using the meter on the lower right side.

ANIME INSPIRED

Cute Golfers

Just look at those lovable anime characters.









In Acclaim's Tee Off Golf, 12 anime-inspired characters and six wacky modes of play lay the foundation for an all-around lighthearted golf game. The sounds of chirping birds and cute music assault you at every turn. Well-hit shots shoot like laser beams across the sky, while players react like happy children. A serious golf sim this ain't. Could this be Hot Shots for the Dreamcast? Nope, but it's darn close.

We don't wanna beat a dead horse but comparisons to Hot Shots are inevitable, not only for the obvious but for gameplay reasons as well. Rumor has it, some of the guys who worked on Hot Shots put their efforts into this game as well.

To be fair, Bottom Up (the game's developer) has done a good job emulating HS, but doesn't quite capture the same flavor or, for lack of a better term, fun-appeal of that great game. For example, shots are largely predictable once they leave the tee. They travel about the same distance indicated by the power meter and stay very straight (even if the meter was not nailed dead on). The wind is not all that potent and the greens are very fast. Back-spin doesn't work as great as we'd like either. Perhaps we're remembering Hot Shots too fondly but Tee Off doesn't feel quite as good at this point in its development. We'll see in a month or two.

Comparisons aside, Tee Off Golf is a no-nonsense arcade-style golf experience. Outside of the anime-style characters, and the awesome 128-Bit graphics, the format is pretty standard. Take your pick of World Tour, Free-Round, Match, Stroke and Point Play. As a bonus, a special Millennium Mode introduces wacky elements to a regular round of golf. Five difficulty levels and a unique four-player mode are available as well.

As for courses, there aren't many, but they span the globe–America, Africa, Australia, Japan and Scotland. For the most part, the fairways and greens are flat. Hills and valleys are scarce but are more prevalent in the harder courses. A 3D preview gives you a good view of the terrain before you select a course. Once on the greens a number of adjustable cameras point out the ins and outs of the hole.

While we can't stop comparing Tee Off to Hot Shots, the game doesn't look too bad on its own. Once they give the players new names and tweak some of the ball physics it'll be fine.



When it comes down to it, Tee Off shows potential as a decent golf game for the sports-starved Dreamcast.







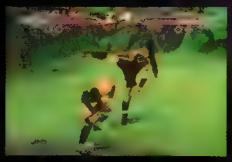
XENA
WARRIOR PRINCESS
THE TALISMAN OF FATE

"YOU FIGHT LIKE A WOMAN"
will forever be a statement of respect

~ Just like the show, each of the 10 characters possess their own unique weapons, attitudes and fighting techniques



~ Exclusive multiplayer feature includes a roster mode, plus team and single battles



~ Pit 4 fighters simultaneously in the revolutionary 4-player mode



NINTENDO 64

TEEN T CONTENT RATED BY ESRB

TITUS

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PREVIEW

VIDEO SYSTEM RÉSUMÉ

A relatively new developer, Video System's previous projects include F1 World Grand Prix for the N64 (which was met with good reviews early this year: 8.0, 7.5, 8.5, 7.0), Harrier 2001 and Aerofighters Assault.

F1 World Grand Prix

Video System/Sega
Video System
1-2
Racing
85%
November 1999
N64, GBC, PC
www.videosystemusa.com
www.sega.com

The Good: Gorgeous graphics with an amazing amount of detail on the tracks and cars.

The Bad: Some frame dropping and slowdown in places.

The Verdict: Michael Schumacher.





The weather effects are all much more dynamic than anything you will have seen before. It looks impressive while you're playing, but when you watch the replay (above) it looks almost real.

LOOKING GOOD

Check These Out

Damn, this is a fine-looking game. Doesn't it look fantastic?









Beautiful isn't the word. Video System has done an incredible job with the graphics on F1 World Grand Prix; the level of detail in the cars and the tracks is simply stunning. Just check out the screenshots. It looks great doesn't it? When you see it with all the weather effects switched on, it has the same visual quality as Sega's NFL 2K. If you go straight to the benchmark course for F1 games, Monaco, you are treated to one of the most realistic racing environments ever produced in a simulation. Let's hope that the team can ensure the frame-rate does justice to the visuals—the demo version of the game we've played suffers from some severe slowdown. All is not lost though...as we go to press the game is still a month away from completion.

So...yet another racing game for the Dreamcast. What does this one offer that others don't? Well, for a start it's a full-on simulation of the 1998 Formula One season. What's that? The 1998 season? No, we're not entirely sure why that is either...especially seeing as the 1999 season is now over. Apparently the team wanted to be able to simulate all of the events that happened throughout the season to make things as realistic as possible. So if you want to see some ridiculous Constructors Championship politics in action, and Eddie Irvine getting screwed by Ferrari at the end of the season after Schumacher broke his leg, you'll have to wait until next year's inevitable release. Kudos to Video System for wanting the maximum level of realism...but it does seem a bit odd racing with what feels to be the wrong drivers in the wrong teams. This doesn't detract from the overall experience though. Imagine the Psygnosis F1 games on PlayStation, only dummied down a little bit, without Murray Walker's desperately enthusiastic commentary (oddly, the version we played only had some seriously condescending pit-radio chatter and no commentary at all), and with some seriously funky drum and bass music which you'll no doubt want to switch off. It's certainly a better 'serious' racer than Sega's Flag-to-Flag—so real gearheads might want to check this out while they wait for Sega GT.









Exercise your muscle to EXORCISE their souls



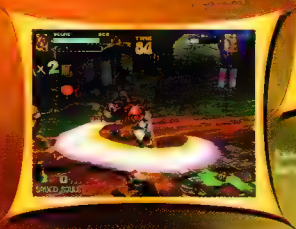
SOUL FIGHTER

魂

An evil curse has fallen on the kingdom of Gomar, turning it's inhabitants into vicious creatures. A fearless warrior, female spy and powerful wizard have escaped the fate of their fellow villagers. They must now search for and capture souls in order to reverse the curse.







GAME FEATURES.

- Single player 3D fantasy combat
- Choice of 3 heroes, each with their own set of weapons and fighting style
- Explore 5 huge worlds and battle over 40 unusual and powerful creatures
- Attempt to defeat 5 brutal fierce bosses

Sega Dreamcast.

TEEN
CONTENT RATED BY ESRB

QUARTERMANN GETS IT RIGHT AGAIN

The story as it appeared in *EGM* issue #121, August 1999.
THE RUMOR: Legacy of Kain Soul Reaver will be coming to Dreamcast.
THE TRUTH: It seems like a pretty obvious fit for Eidos/Crystal doesn't it? The game is bound to be huge on PlayStation—the PC version looks gorgeous and utilizes 3D technology to the max and Eidos has a Sega license. Top this off with the fact that there is something of a 3D action/adventure 'hole' in the DC lineup and things seem very likely.

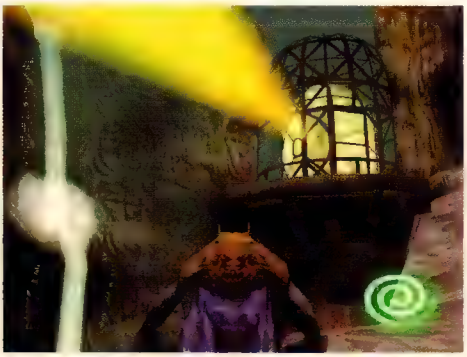
Legacy of Kain: Soul Reaver

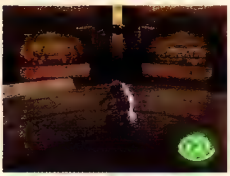
After being the first magazine to print rumors of the game's existence in *Quartermann* back in the August 1999 issue of *EGM*, we're pleased to be able to bring you the first screenshots of what will no doubt be a huge hit for the Dreamcast.

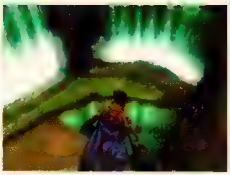
Although using the same basic game code as the PC and PlayStation original, the team at **Crystal Dynamics** has been able to go back to its original graphics data and make use of it in its full 32-Bit color and hi-res glory. In supplement to this, they've also been able to up the poly count in both the backgrounds and the characters to give everything a much more solid and realistic feel.

Representatives from the game's publisher, **Eidos** tell us that the game should be out in **March.**











IMPORT TUNER
インポートチューナー
Presents

Tokyo Xtreme Racer

"Most Addictive"
DREAMCAST.IGN.COM

"This game has unbelievable graphics"
SEGANET.COM

"One of the Hottest Racers of the Year"
GAME INFORMER

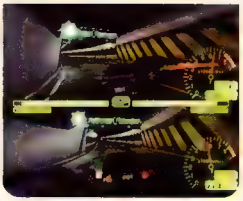
"Better than any console racer to date...period"
GAMEFAN



60 FRAME-PER-SECOND HIGH-SPEED ACTION



OVER 100 ACCESSORIES TO SPICE UP YOUR RIDE



4 GAME MODES, INCLUDING SPLIT-SCREEN VERSUS MODE



27 BATTLE-READY CUSTOMIZABLE CARS

Sega Dreamcast.

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Genki

EVERYONE E CONTENT RATED BY ESRB

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PlayStation
RESIDENT EVIL 3
NEMESIS
CAPCOM
It's in your blood.
CAPCOM
www.capcom.com



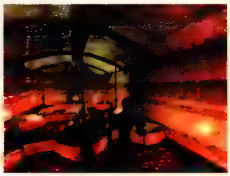
DID YOU KNOW?

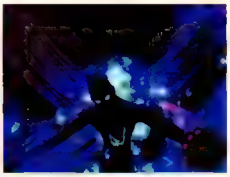
In addition to being a game, Shadow Man is also a comic book. It has the same horrific-looking style and adult themes from the game.

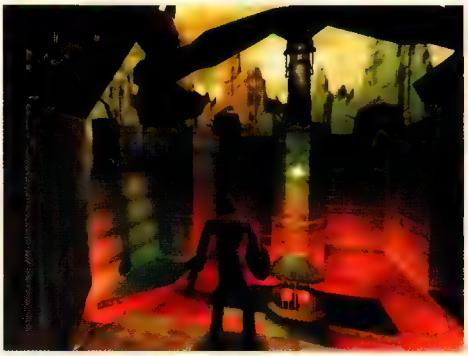
Shadow Man

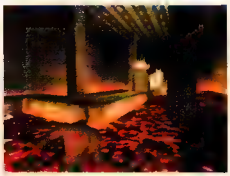
Obviously the first noticeable difference between this version of Shadow Man and the PlayStation and Nintendo 64 versions is the graphics. But we're not sure if these screenshots do the amazing visuals in this DC offering justice—the thing looks downright spectacular with all sorts of moody and brilliant effects. Some say they look more vivid than even the PC version. Other additions include areas populated with more objects. Look for it in **November** from **Acclaim** and **Acclaim Studios-Teeside**.





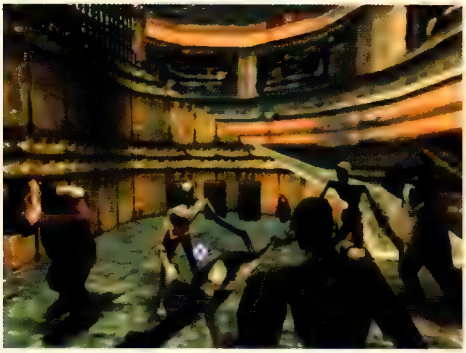










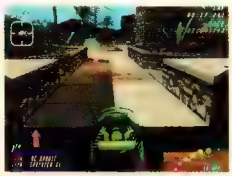




Re-Volt Racing

Some issues we had with the N64 and PS versions of Re-Volt Racing involved choppy frame-rates (which hampered control) and uninspired visuals. Thankfully, all of that seems to be changed. This DC version of the game from **Acclaim Studios-London** brings out the real worldness of this game—stuff on sidewalks and in grocery stores looks the way it should. The frame-rate is really nice as well. Look for it in **November**.



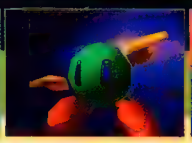


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EXPRESS YOUR INNER BEATS



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Create amazing variations by combining blocks of music, then play with up to four friends in jam sessions via Multi Tap.



Codemasters

JESTER

www.codemasters.com
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PlayStation

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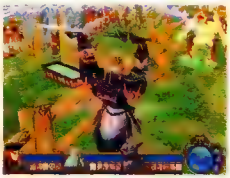
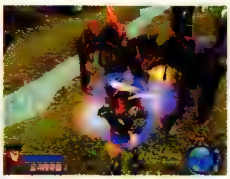
DEAR RAYMAN AND ED (OF TONIC TROUBLE),

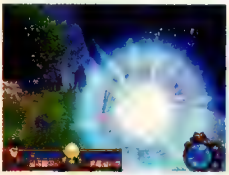
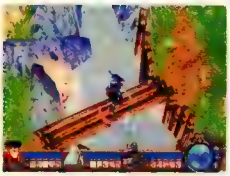
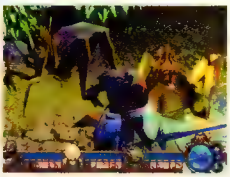
We understand being limbless mascots is no walk in the park. It's difficult enough as it is to get a leg up in this competitive market, so we thought we'd lend you a hand. The Limbless Association (www.limbless-association.org) is waiting with open arms to give you the support you need.

Love, *EGM*

Legend of the Blade Masters

There's certainly no shortage of role-playing games on the Dreamcast—**Ripcord Games** is planning on bringing out this 3D RPG in **March of 2000**. You play Erik Valdemar, who joins others to learn the powers of magic and fend off alien creatures who have assimilated the land's inhabitants. Shown here are screens from the PC version, but the game should look exactly the same on the Dreamcast.

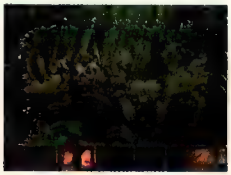
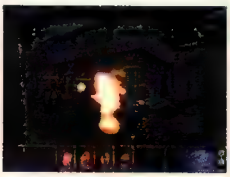



Arcatera

Part RPG and part point-and-click puzzle-solving adventure game, Arcatera is a unique title that's well worth checking out. The non-linear story line involves a detective who has three weeks to stop a satanic cult. You'll have more than 100 environments to explore and more than 120 characters with whom to interact. **Ubi Soft** is planning on releasing this **Westka Kommunikations**-developed game in the **spring of 2000**.

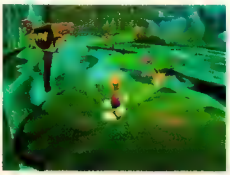
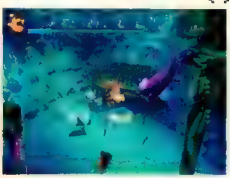
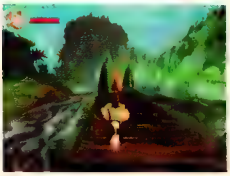


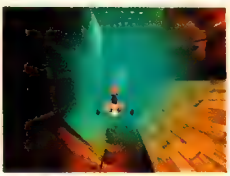





Rayman 2: The Great Escape

It's Ray, man. **Ubi Soft** brings its star character to the DC in style. As Rayman, you've got to rescue your friend, Globox, from a band of no-goodnick pirates. The DC version's high-res graphics move at a silky smooth 60 frames per second, giving it more of a cartoony feel. All the action and adventure of the N64 version are intact, only much, much prettier. Rayman 2 DC is due in **March**.



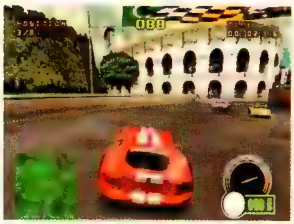

35 The number of licensed vehicles in Test Drive 6. Audi TT, Lotus GT1, '69 Charger...

Test Drive 6

TD 6 for the Dreamcast offers more of the same hot-roddin' action only with prettier graphics and more cars. This game is packed with 'em: The Toyota GT1, TVR, Panoz, Audi TT and lots more. Modes include Race, Pursuit, Two-player and Practice. Look for this **Infogrames** title in **November**.









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"pretty much whenever PS2 is set for release."

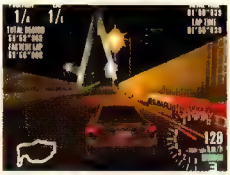
- A Sega of America's representative's response when asked about a release date for Sega GT in the U.S.

Sega GT: Homologation Special

Yes! **Sega** finally gets serious with a racing simulator that's looking to compete head-on with the likes of Gran Turismo 2 and GT 2000. Sega GT will feature more than 100 real-life cars from major Japanese manufacturers like Toyota, Nissan, Honda, Mitsubishi, Subaru, Isuzu, Mazda, Daihatsu and Suzuki. An internet mode will also be included. Sega GT will be out this **winter** in Japan. There's no official U.S. date yet.





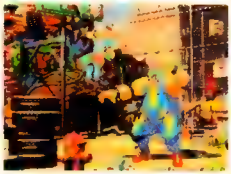



SNK vs. Capcom

While SNK's been working on the Neo•Geo Pocket Color version of the SNK vs. Capcom fighting and card battle game, **Capcom's** been busy with the Naomi and Dreamcast versions. These screens are from an early preview, but the potential of the long-overdue grudge match has us very excited. SNK vs. Capcom is slated for a **winter** release in Japan...no word yet on a U.S. date.



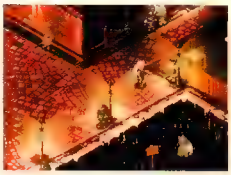





Black Matrix A/D

Black Matrix A/D, from **NEC/Interchannel**, is a direct port of a Saturn game with the same name. It's a strategy/RPG that tells the tale of a world powered by virtues and stark contrasts between good and evil. You spend the first year of your existence training with a teacher; everything you choose to learn there will affect how your character specializes. Black Matrix A/D is out **now** in Japan.







You must be dreaming.
Sega Dreamcast
MADCATZ

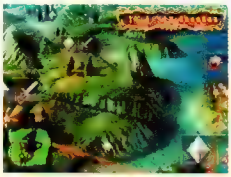
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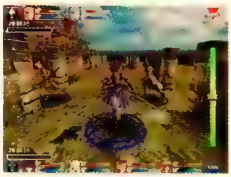
The number of Street Fighter games that came out for the U.S. arcades (from Street Fighter to Street Fighter: The Movie to Street Fighter EX2 Plus), not counting Pocket and Gem Fighter or any of the Vs. games. Yikes.

For a comprehensive look at the venerable fighting game series, check out http://videogames.gamespot.com/features/universal/sfhistory/games.html

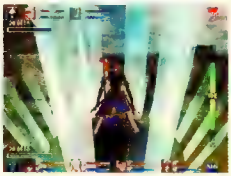
Langrisser Millennium

With Langrisser Millennium, **Masaya** hopes to win over its fans which have complained about the direction the strategy RPG series has taken. The Dreamcast version, **released this month**, is also the first of its kind to employ 3D graphics during combat. There hasn't been a Langrisser game released in the U.S. since Warsong on the Genesis; however, with games like Gundam coming out here, there's still hope yet!







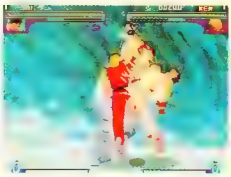


Street Fighter III: World Impact

Capcom has decided to bundle the first two versions of SF3 into a nice Christmas package for the kids. The only problem is, SF3: Third Strike won't make it into the collection, and the differences between SF3 and Second Impact are fairly minimal. Expect the Dreamcast version of SF3 to be arcade-perfect in quality. SF3: WI comes out this **December** in Japan. Capcom will surprise us with a U.S. release sometime in 2000.







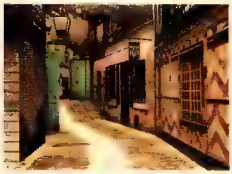


Death Crimson 2

Dreamcast's second light-gun game goes by the name of Death Crimson 2 (electric boogaloo). **Ecole's** gun game brings back the nostalgic days when we blew away something other than zombies. One cool innovation is the ability to look up, down, left and right with the D-Pad built into the Dreamcast light gun. Up to two players can ride through the bowels of hell on **Nov. 25**. No word on a U.S. release date.









Maken X

We showed you **Atlus'** Maken X months ago, and we're bringing it back. After playing it recently at TGS, we can safely say it is one of the most bizarre and intense first-person shooters ever. Fighting is done melee style with your sword, while holding down the R trigger locks your view to the enemy. The game is slated for a **winter** release in Japan, and Atlus is considering a possible U.S. release. We certainly hope the overtly demonic theme and atmosphere make it intact through the localization.









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"If Demolition Racer™ were any more difficult to put down, it would be a controlled substance" – Adrenaline Vault

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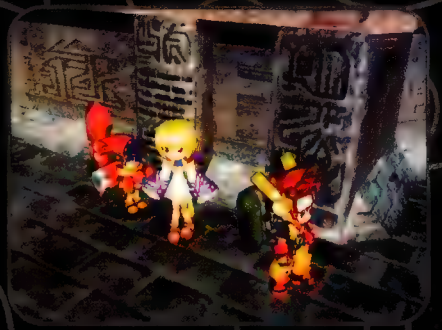

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"Evolution is a shining example of Dreamcast's power."
-SegaDreamcast. net

"The Dreamcast handles Evolution's beautiful 3D world with ease, providing visual splendor that...puts Final Fantasy VIII's otherwise amazing aesthetics to shame."
-EGM







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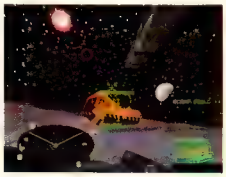
Battlezone: Rise of the Black Dogs

Publisher:	Crave
Developer:	Climax
Players:	1-4
Genre:	Action/Strategy
% Done:	70%
Release:	March 2000
Also On:	PC
Web Address:	www.cravegames.com www.battlezone64.com

The Good: All those new modes and features exclusive to the N64.

The Bad: The command interface still needs some work.

And The Ugly: Getting squashed by an enemy hover tank while on foot. Gross.



Utility vehicles like this scavenger are vital to your success. It's always a good idea to protect it.



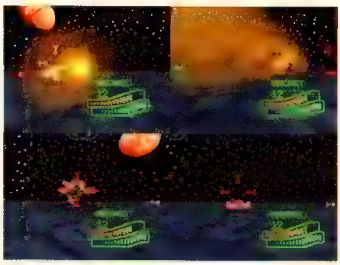
The A.I. will take advantage of players who leave important structures unguarded. While you're away the enemy might sneak in and trash your base.

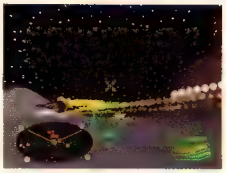
Been wonderin' how to serve up an old classic on a 64-bit console? Well try this recipe for Battlezone: Rise of the Black Dogs. Take one cup real-time strategy (a ripe Command & Conquer should do fine) and one cup first-person shooter (a la Quake), add a dash of planetary exploration and a generous helping of "bio-metal," throw it all in a genre blender, set to liquefy, pour into an Nintendo 64 cartridge and serve to one to four players chilled.

Let's take our time machine back in time for a second. The year is 1962. The Americans and Soviets have somehow orchestrated the world's biggest cover-up, and we're not talking the recovering of alien bodies or the capture of some swamp gorilla. While we civilians were busy picking our noses, the cold war duo snuck whole armies to the different planets in our solar system. Why, you ask? To gain control of mysterious alien alloy deposits known as "bio-metal" and use it to build advanced weapons. Whoever gets the most bio-metal could win the war.

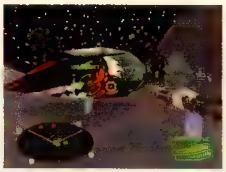
Battlezone developer Climax is taking the Activision PC hit and not only faithfully porting it, but adding new Nintendo 64-exclusive features as well. Players choose between the Americans and Soviets of the PC version, or they can opt to be members of the renegade Black Dogs. You can play the full Commander Mode game which includes all the strategy elements, like building structures that will produce troops and commanding multiple units at one time. Alternatively, you can just blast away at the enemies and collect repair and ammo power-ups without bothering yourself with the strategy part in the new Arcade Mode. The other new feature, Pilot Mode, allows players to be a member of an elite squad of hover-tanks following specific mission orders from your commander. Of course, you can always blow up three of your friends in the various multiplayer options: Death Match, Capture the Flag or Arena Battle.

Battlezone supports hi-res with the RAM Pak, and the PC's complicated controls are porting over nicely to the N64's controller. Action and strategy fans should be in for a treat.









HISTORY LESSON

Toy Soldiers



You know all about the Battlezone coin-op Atari released in 1980, right? Gamers played this vector-graphics tank sim by peering at the screen through a small view slit (early machines had plastic covers that blocked the rest of the screen) and wrangling two control sticks to maneuver the treads of the tank. OK, but did you know retired Army brass actually commissioned Atari to build a more realistic version of Battlezone to train drivers of the Bradley Fighting Vehicle? Although he wasn't keen on the idea, designer Ed Rotberg built a $30,000 prototype. Only a couple of these rare super Battlezones exist today.

INTELLIGENT GANG WARFARE

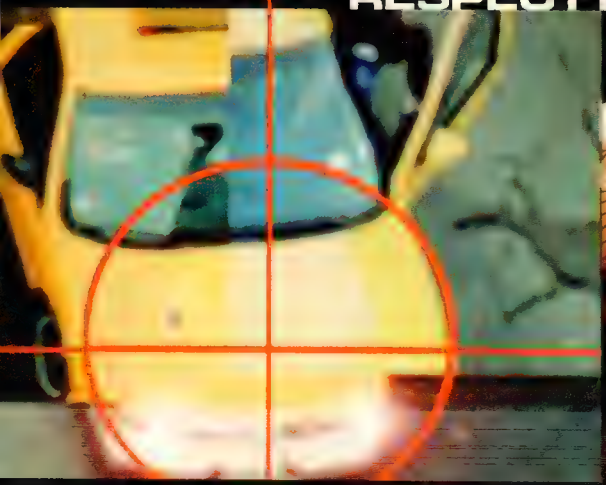
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Fight in a Gang
Betray your Bosses
Join your Enemies
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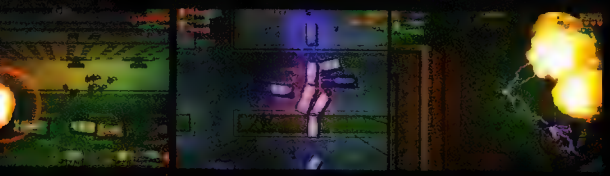
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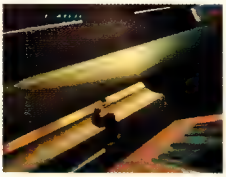
Tony Hawk's Pro Skater

Publisher:	Activision
Developer:	Edge of Reality
Players:	1-2
Genre:	Action
% Done:	50%
Release:	March 2000
Also On:	PS
Web Address:	www.activision.com www.thps.com

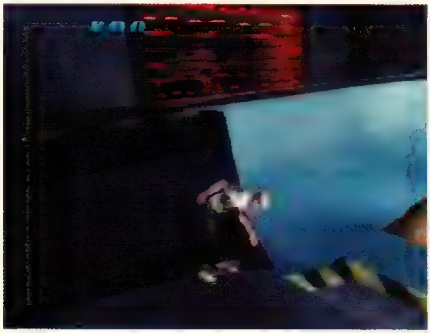
The Good: Improved graphics and a smooth frame-rate.

The Bad: N64 controller could lead to botching moves.

And The Ugly: Getting repeatedly run over by an angry Minneapolis cab driver.



Jam on the city streets (just watch out for the cabbies).



One of the cooler levels takes place in Roswell, N.M. Wonder what kind of secrets one can find here...

Tony Hawk's Pro Skater, recently released on the PlayStation, could very well be the sleeper hit of the year. It was hailed by many (including the Review Crew) as the best skateboarding game they've ever played. The popularity of Mr. Tony Hawk is gradually increasing, so now Activision is making sure that N64 gamers don't miss out.

For those of you not familiar with the greatness that is Tony Hawk's Pro Skater, here's a brief rundown of the game. Pro Skater features nine real-life skateboarding professionals like Tony Hawk, Bob Burnquist and Bucky Lasek. There are a total of nine locations to skate, including abandoned warehouses, New York malls, downtown Minneapolis and the streets of San Francisco.

The most addictive part of the game by far is Career Mode. Pick your skater and begin your tour of the various locations. By performing various tasks you can collect "tapes," which unlock new boards (increasing your stats) or new levels. If life on the tour is too much pressure, Free Skate mode gives you all the time in the world to improve your skills.

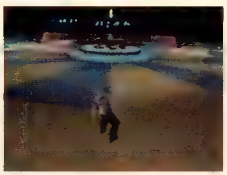
The port is being done by Edge of Reality, previously known for their work on Monster Truck Madness 64. From the look of this early build, the game is coming along quite nicely. It now runs in a slightly higher resolution, and the frame-rate is noticeably smoother compared to its PlayStation cousin. Most surprising of all is that Edge of Reality managed to cram some of the songs on the PlayStation soundtrack onto the N64 cartridge, lyrics and all. The sound quality is lower, naturally, but it is still an impressive feat.

The only problem that may arise in this version is control. The C buttons on the N64 controller are used for pulling off tricks, but because they're so close together it's a bit trickier (excuse the pun) to pull off the desired trick. Also, the analog stick doesn't seem as responsive as the PlayStation's Dual Shock stick.

Tony Hawk's Pro Skater for Nintendo 64 will be out in March of 2000, and looks to be an excellent port of an excellent game.









SKATEBOARDING HISTORY

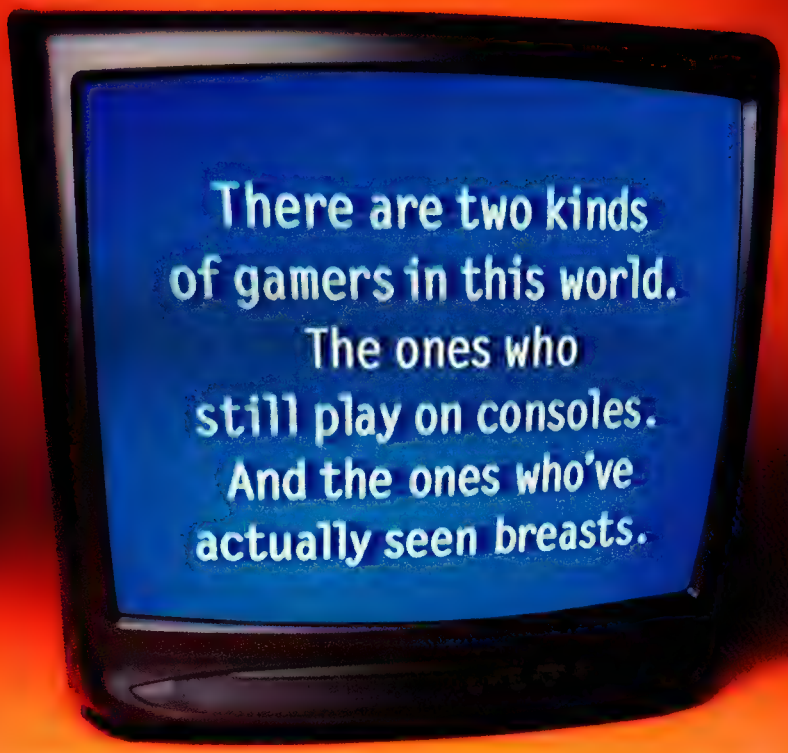
Dream Fulfilled



This past summer at the ESPN Summer X Games, Tony Hawk achieved what was considered to be the "holy grail" of skateboarding (and his personal career goal), the 900.

After a few misses, Tony eventually landed the difficult maneuver (the first time ever), sending the crowd into a complete frenzy. The 900° is one of Tony's Specials in Pro Skater, so if you manage to land it, give yourself a pat on the back and proclaim, "I am Tony Hawk!"

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3dfx PC Accelerators. There's a better way to game. Hey, did you guys hear the one about the console gamer and the girl? Neither did we. A little lesson in love, gentlemen: chicks don't dig guys who are behind the times. Sorry. But the good news is, when enhanced with a 3dfx Voodoo graphics accelerator, the performance and visual effects on your PC will kick the snot out of your console. Thus bringing you ahead of the times. So pick one up. Oh, and lose the headgear. They hate that too. For more information, check out www.3dfx.com. **So powerful, it's kind of ridiculous.** 3dfx™

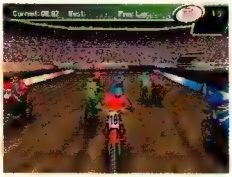
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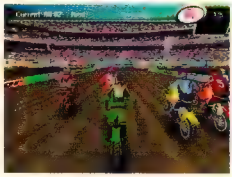
If you're interested in learning more about *Tarzan of the Apes* (the book by Edgar Rice Burroughs, that is), check out the Online Literature Library for the full text: www.literature.org/authors/burroughs-edgar-rice/tarzan-of-the-apes/

Supercross 2000



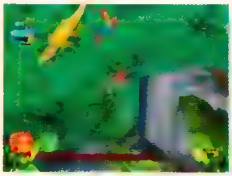
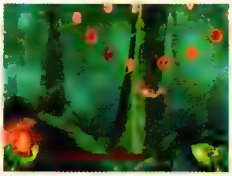
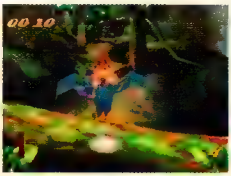




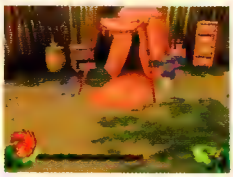


Why must every company release a motocross game at once? Is there something we don't know? **EA's** Supercross 2000 takes a slightly different approach by playing up the freestyle option. Hit the ramp, fiddle with the joystick and watch your rider perform some nifty maneuvers. Like snowboarding, you're judged on style and difficulty. Regular racing packs over 10 tracks and lots of real riders—Larry Ward, Jeff Emig, Damon Huffman and several others. Control is a bit tricky—instead of the standard hard-lean option you have to manipulate the clutch and brake to make the corners. Even then it's not as fluid as we'd like. Unfortunately the bikes are not licensed but they do come in 125 and 250 classes. Supercross 2000 is **available now**.

Tarzan

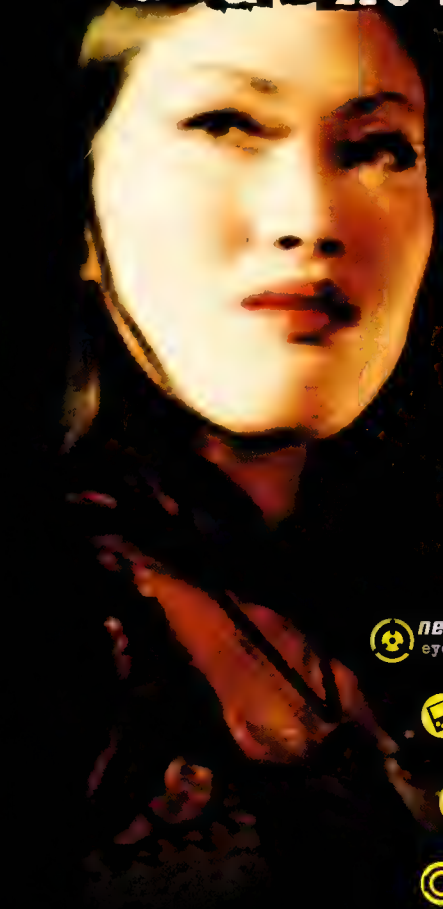






Like the PS version based on the Disney film, this N64 Tarzan puts you in control of everyone's favorite apeman. Gameplay is fairly simple, geared more toward a younger gamer, as are the cartoony graphics. Most levels are side-scroller in nature, but some spice up gameplay with things like an elephant stampede, bird flight and vine surfing. Look for this one in **January** from **Activision** and **Eurocom/Disney Interactive**.

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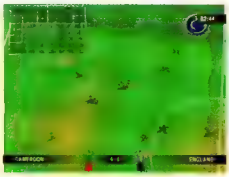
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World League Soccer 2000

Is it suicide to go up against FIFA and ISS Soccer (two great soccer series)? Perhaps, but **SouthPeak** is hoping this **Q1, 2000** release will capture its fair share of the market. Developed by **Silicon Dreams**, WLS2000 features more than 200 international teams (but no MLS license at the moment), varying weather conditions and commentary by Peter Brackley and Ray Wilkins. Yeah...we don't know who they are either.









Big Mountain 2000

Among the numerous snowboarding games for the N64, Big Mountain throws something different into the mix: skiing. What you get is a snowboarding and skiing extravaganza...or something like that. Really, it has standard extreme winter sports-game stuff: different racers with licensed boards and gear, various types of play, courses and modes. Look for it in **December** from **SouthPeak** and **Imagineer**.









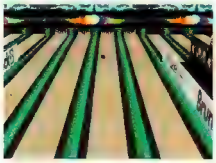

KING PIN

Brunswick Circuit Pro Bowling is OK, but man are the bowlers boring. They could take a lesson on style from the movie *Kingpin*.

Brunswick Circuit Pro Bowling

Remember this PlayStation title from awhile back? The N64 version is basically the same game. Take your average-looking bowler on several worldwide lanes for Tourneys, Skins and Exhibition play. Create-a-bowler lets you build the perfect athlete to compete with the real pros in the game. Line up your shot, give it some spin and go. **THQ** will release BC Pro Bowling in **December**.

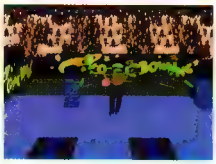


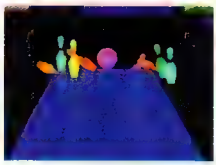












NHL Blades of Steel 2000

Konami's Blades of Steel has been around for a long time. The recent installments haven't exactly lit the gaming world on fire, and..uh, well...we're still waiting. Anyway, this latest N64 incarnation looks unique. The players appear almost cartoon-like with their lanky arms and legs. Perhaps Konami is trying something new. At 40 percent completion, details are scare on NHL BoS 2000. Look for it in **March**.









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SOUTH PARK™ CHEF'S LUV SHACK™

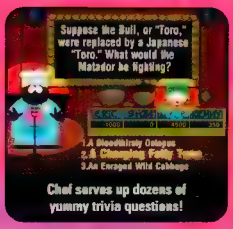


WARNING
This game is recommended for mature audiences only. It contains adult language and content.

MATURE M CONTENT RATED BY ESRB

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Chef serves up dozens of yummy trivia questions!



A sweet party mix of South Park mini-games!



Hundreds of tasty sound-bites!



And all the multi-player lovin' you can stand!

Sega Dreamcast.

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Acclaim

www.acclaim.com

PREVIEW

Gran Turismo 2

Publisher:	SCEA
Developer:	Polyphony Digital
Players:	1-2
Genre:	Racing
% Done:	90%
Release:	December 1999
Also On:	None
Web Address:	www.playstation.com

The Good: More cars, better graphics, more tracks. More, more, more!

The Bad: Your social life will be seriously affected.

And The Ugly: Some of those European cars. Citroën? Yuck.











Not only are there considerably more cars in GT2 than any other game you could think of, but the styles of vehicles are many and varied. This isn't just a bunch of GT sports cars racing round in circles. This time we get cool European coupes like the Pininfarina-designed Fiat Coupe (top left), cool muscle cars (middle), tricked-out GT1 and GT2 racers and minis like the Daihatsu.

Why is GT2 Better Than GT?

- 40 different track combinations with different styles of courses including:
  - Street courses
  - World-renowned racetracks
  - Rally racing
- Laguna Seca Raceway is accurately modeled in the game.
- There are more than 500 cars this time.
- Includes muscle cars like the Mustang and Camaro.
- Real-life tuners help you set up your cars, including TWR, Audi Sport, AMG and Ford Racing.
- Racing brands such as Quaker State, Michelin, Bridgestone, elf and Alpine have a presence in the game.
- There are 60 different license tests this time...44 more than the original (this is good or bad, depending on your point of view.)
- 3D graphics have been improved by 20%, pushing the power of the PlayStation even more than the original game.

The original Gran Turismo is still one of the biggest-selling PlayStation games of all time. Gearheads everywhere are completely obsessed with this thing—it may even be responsible for selling lots of PlayStations. There's no telling what the opportunity of driving race-ready NSXs or Dodge Vipers will do to the mind of the average 20-something, red-blooded guy.

Well, girlfriends and wives everywhere be warned...the sequel is nearly upon us, and this time there's a LOT more to get excited about. 500 cars, lots of new race options and all manner of grooviness. We won't go into it here...just check out the list over there on the left for all the reasons why the new game is better than the first one.

In development since the original was released last year, GT2 is the vision of Kazunori Yamauchi, the head of Polyphony Digital and a self-confessed gearhead. "As a child I dreamed of being a race car driver," he confesses. "It's more unlikely in Japan even than in the U.S. or Europe. I always wanted to work with cars." Well, he certainly got to do that. The team spent some considerable time with driving schools around the world including the Skip Barber school at Laguna Seca where much of the development work for sounds, textures and general game 'feel' was researched. (See next page.)

The new game is much more of a global undertaking than the original, and is a very positive step forward toward Yamauchi's ultimate vision. "My goal is that every user can drive the car that they drive, the car they want to own and admire." With so many vehicles in this version, it certainly seems likely that there's something for everyone. This coupled with the numerous racing options that vary from road tracks, to 'real' raceways, to dirt tracks for rallying *and* drag strips, would seem to indicate that there's going to be a lot of replay value in GT2.

While part of the charm of the original game was simply being able to drive brutish vehicles very fast,



Thanks to the improvements in the graphics technology this time, the cars look even more detailed than before. Polygon and texture data from GT2 is also being shared with the team working on the PS2 launch game... GT2000.









FROM SCENIC AGAIN

EGM was the first magazine to bring you in-depth info on GT2 back in our June issue (#119). In this issue, we interviewed the team and showed exclusive screenshots of the game as it was developed.







the objective-driven parts were limited to the 16 elements of the driving test section. Thanks to the help of a number of driving schools, the new game features a much broader structure in this area and now incorporates 60 different tests which help push your progress through the game. The structure is no longer a strict certificate-based thing...the new game adapts what it opens up for you based on your abilities as a driver. The ultimate goal of this is to help the game simulate what it's really like to drive in certain conditions. "I want the cars in the game to feel exactly like driving that particular car on the road," Yamauchi tells us. By working through the tests, you're never going to end up trying something that you're not ready for. Trying to get a 400hp Viper through the corkscrew at Laguna Seca takes some skill after all!

Whether this will prove to be a cool way of working through the game is yet to be seen. However, you don't have long to wait as now, after a number of delays, Gran Turismo 2 has a definite release date of early December.

Researching GT2 At Laguna Seca Raceway

1 Shinobu Sawamura and helper gathering track data at Laguna Seca. 2 A rare specimen of the Ford GT40...the team was not allowed to drive this classic. 3 Kazunori Yamauchi...the man behind Gran Turismo. 4 Sound engineers recording exhaust tones. 5 Shinobu Sawamura, track designer. 6 The team working on 3D models based on photography. 7 Dodge Viper. 8 Viper going around the corkscrew at Laguna Seca with Yamauchi-san at the wheel. 9 Kazunori Yamauchi walking the walk to his muscle car at Laguna Seca.

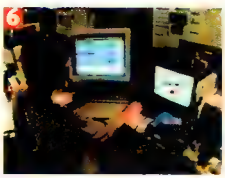


















500 Cars

Although a final list of vehicles is yet to be announced, we do know that Gran Turismo 2 boasts more than 500 different cars—with manufacturers represented from all over the world. Here's the most up-to-date list we have:

Alfa Romeo
Aston Martin
Audi
BMW
Chevrolet
Chrysler
Citroën
Daihatsu
Dodge
Fiat
Ford
Honda
Jaguar
Lancia
Lister
Lotus
Mazda
Mercedes-Benz
Mercury
MG
Mini
Mitsubishi
Nissan
Opel
Peugeot
Plymouth
Renault
RUF
Shelby
Subaru
Suzuki
Toyota
TVR
Vector
Venturi
Volkswagen

1 million

The James Randi Educational Foundation is ready to dole out $1 million if you can "provide evidence under proper observing conditions of any psychic, supernatural or occult power or event." James Randi is an author, lecturer, magician and recipient of the MacArthur "genius" fellowship (whatever that is). Check out www.randi.org for more info. And if you happen to win, don't forget about the poor *EGM* editors who tipped you off.

Galerians

Publisher: Crave
Developer: Polygon Magic
Players: 1
Genre: Adventure
% Done: 70%
Release: March 2000
Also On: None
Web Address: www.cravegames.com
The Good: Excellent story, ambience and character designs.
The Bad: You may prefer guns over pyrokinesis and ESP.
And The Ugly: Popping melons when you can no longer contain your power.







Two guards are about to get a flavor of the Nalcon serum (above right). Rion sets a hapless victim on fire with the Red serum (above middle). FMV flashbacks show you all the grisly details (above left). Rita's cute, yeah, but she's a real bitch (bottom left). Rion with a full AP meter and a raging headache (bottom right).

Melon Head






You awaken from a long slumber in a sterile metallic room. The hum of machinery and the wash of fluorescent lights overhead provide your only clues—you're in a test subject in a lab, somewhere. You ask yourself, "Who am I? Why am I here?" but there's only an empty echo in your head. Stumbling out into the adjacent room, you feel an intense pain behind your eyes and temples. A technician sees you and you try to run away, only to collapse and writhe in pain. Something strange has happened to your body...

Galerians puts you in the role of Rion, a boy with immense psychic powers trying to unravel the mysteries of his past and future. Underneath Galerians' "survival horror" pastiche is an action adventure that borrows heavily from such movies as *Akira*, *Scanners* and *Firestarter*. To achieve a seamless level of suspense, developers Polygon Magic worked with veteran storyteller Chinfa Kang and popular manga artist Shou Tajima (Madara). Tajima gives the Galerians a memorable supporting cast that includes fellow "child psychics" Lillia, Rainheart, Rita and Birdman.

While the gameplay of Galerians feels similar to that of the Resident Evil series (walk around pre-rendered scenes, solving puzzles and such), there are unique differences which set this game apart. Rion's only weapon is his psychic power; in order to use it, you'll need to shoot yourself up with PPECs (Psychic Power Enhancement Chemicals) which provide you with different abilities. The Nalcon PPEC allows you to cast telekinetic shockwaves (which kill people, of course). The Red PPEC accelerates the molecules of your victims and ignites them into flames (yup, it's fatal too). A shot of the D-Felon PPEC lets you lift your enemies off the ground to slam them against walls and floors (people tend to die when this happens).

To balance out all this power, Rion's AP meter will inch slowly toward critical mass each time he uses the powers. Once the AP meter maxes out, anybody within five feet of Rion will suffer a massive head hemorrhage—*Fist Of The North Star* style. However, your body can't stay overloaded for long as you'll continually take damage from the effect. Taking a Delmetor pill will neutralize your AP, but they're hard to come by so choose your fights carefully.

Crave assured us that Galerians will go through no censorship for the American audience, even while the game contains graphic violence and rampant pill popping. William S. Borroughs would've been proud. For the mature audience that's tired of shooting zombies in a city of raccoons, Galerians is definitely the one to watch for.





By pressing the triangle button, Rion can read imprints of traumatic events and catch a glimpse of how it happened.

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PREVIEW

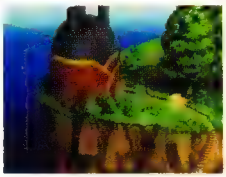
Chocobo's Dungeon 2

Publisher:	Square EA
Developer:	Square
Players:	1-2
Genre:	RPG
% Done:	90%
Release:	January 2000
Also On:	None
Web Address:	www.squaresoft.com

The Good: Random dungeons add to the replay value.

The Bad: Might be too simple for older gamers and too complex for the youngsters.

And The Ugly: Collecting tons of magic books, then getting axed by Doom in one hit.



The dungeons in Chocobo's Dungeon 2 are randomly generated each time you enter them...



...as are the various enemies that Chocobo and friends encounter inside. Here, Chocobo unloads a fire spell on an overly aggressive black mage.

Over There

This is the second game in the Dungeon series, the first being Chocobo's Mysterious Dungeon (released in Japan only). In order to avoid another confusing game nomenclature, Square EA has decided to keep the "2."

In review (Japanese game listed first, followed by its U.S. title, if any):

- **Final Fantasy (Final Fantasy)**
- **Final Fantasy II & III (unreleased)**
- **Final Fantasy IV (FF II)**
- **Final Fantasy V (same, released in FF Anthology)**
- **Final Fantasy VI (FF III)**
- **Final Fantasy VII & VIII (same)**
- **Chocobo's Mysterious Dungeon (unreleased)**
- **Chocobo's Mysterious Dungeon 2 (Chocobo's Dungeon 2)**

Let's not even start with the Game Boy versions...

He's cute, yellow and feathery, and as soon as genetic engineering allows it, he'll be in the homes of all dedicated Squaresoft fans worldwide. He's the Chocobo, and Square is utilizing everyone's favorite "not-quite-a-bird" to introduce the younger demographic to the world of RPGs. In Chocobo's Dungeon 2, the curious Chocobo teams up with Mog, an adventurous young Moogle, in search of treasure that is supposedly hidden deep inside mysterious dungeons.

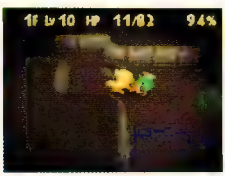
At first glance, the gameplay seems rather simple. Chocobo can move and attack in eight different directions, and the battles can best be described as "live turn-based." Any action (walking or attacking, for example) makes up one turn. After the turn is over, all enemies in the dungeon take a turn. The only difference between this setup and your typical RPG is that you can constantly be on the move. This sounds very simple, but after a few hours of play, a hidden level of depth is revealed. Chocobo can pick up a large variety of items and equipment, and then combine them to produce upgraded saddle armor, claw weapons and powerful potions. The only drawback to this system is that every time you perish inside of a dungeon, all the items that were in your inventory disappear.

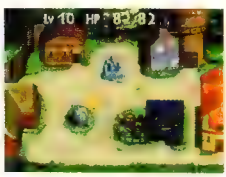


Each dungeon is randomly generated, making the game different every time it's played. Items, enemies and staircases to the next level are also randomly placed, as well as various traps, teleports and transformation pads. Another nifty feature is simultaneous two-player action (Secret of Mana fans, take note).

The game's overall style is decidedly cartoon-like. The surrounding landscapes are very bright and colorful, and the dungeon enemies are your typical Square-fare, with just a hint of super-deformity. The music is also very happy and upbeat, just what one would expect in such a lighthearted game. It's good to see that Japanese companies like Square are bringing over games that aren't quite "sure things." While not the most hardcore RPG out there, Chocobo's Dungeon 2 looks to be different enough to attract some new fans to the genre.







ALL THE

TEAMS

ALL THE

DRIVERS

ALL THE

TRACKS

THE OFFICIAL

1999 F1 SEASON

FORMULA ONE 99



All 16 of the 1999 Grand Prix circuits including the new Sepang F1 Circuit in Kuala Lumpur, Malaysia



Ultra-realistic weather will influence players' choice of tire compounds and pit strategies



Brand new racing engine eliminates pop-up and glitches even on long straights, without affecting frame-rate





PlayStation

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PREVIEW



DID YOU KNOW

...you can purchase working replica cockpits of your favorite fighter jets? Desktopsims.com has recreated the most realistic sim chairs you can get. With working hydraulics and 60-inch screens, these things can't be beat for realism. Their price: $9,000-20,000 each. You gotta be pretty hardcore to go this route.

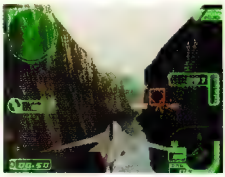
Ace Combat 3

Publisher:	Namco
Developer:	Namco
Players:	1
Genre:	Action
% Done:	60%
Release:	February 2000
Also On:	None
Web Address:	www.namco.com

The Good: Awesome gameplay and multiple endings.

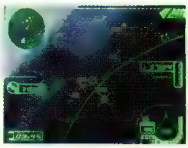
The Bad: Namco is cutting out some voices and cutscenes.

And The Ugly: Good luck finding anything ugly in this game.

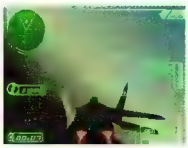












In Ace Combat 3, four warring corporations battle for control of the skies. Join them, or be a lone wolf.

MISSING ART

The Art of War

Will U.S. gamers ever get a chance to experience Ace Combat 3 in all of its glory? Perhaps we'll see it one day in an Ace Combat Anthology.







It took a little longer than expected, but Namco has finally announced a U.S. release for the third chapter of the hugely popular fighter plane series Ace Combat.

Namco has made a few drastic changes in this latest installment. First, instead of waging war against the country of "Generica" in Ace Combat 2, a complex story line is introduced to provide more of a reason behind the fighting. The plot is revealed through a series of pre-mission news broadcasts, in-game segues during missions and anime-style cutscenes after various stages are completed. Unfortunately for U.S. gamers, Namco has decided to scale back the amount of full-motion video, voices and cutscenes from the Japanese release. This move is surprising, considering the mature PlayStation demographic and the increased acceptance of story-driven titles (RPGs, adventure, etc). It also begs the question "Why is it taking so long to translate?" (The Japanese version was released back in May.)

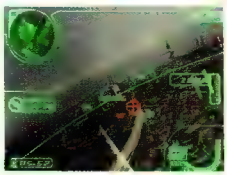
Another thing fans will notice is that the style of Ace Combat 3 is decidedly more futuristic. The standard aircraft like the F-15, F-16 and F-22 are again represented, but as the game progresses, you'll be thrust into the cockpit of some of the coolest fighters ever to be mistaken for UFOs in the Nevada desert. The game's front-end takes on the facade of a computer interface, incorporating "streaming" news broadcasts and map "downloads."

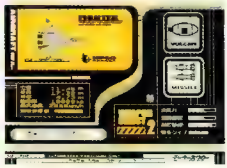
Aside from the new style, the gameplay remains basically the same—Ace Combat 2 fans should feel right at home. The mission structure consists of eliminating your primary targets, while either avoiding secondary targets or destroying them for bonus points (and showing off to your wingmen). But instead of accumulating points to purchase new aircraft—there are only certain aircraft available for each mission—your performance is judged by a letter grade. Just like Ace Combat 2, at various points in the game you can choose between two missions. This decision will obviously have an effect on the story and ending sequence.

It will be interesting to see just how much of the story will be cut, but regardless, fighter-pilot wannabes should be more than impressed with Ace Combat 3 when it arrives this February.



The story changes depending on what corporation you join—friends may become enemies.







Meet the New Cast of Characters



Legacy of Kain: Soul Reaver



Fighting Force 2



Fear Effect



Tomb Raider: The Last Revelation

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PlayStation

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Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

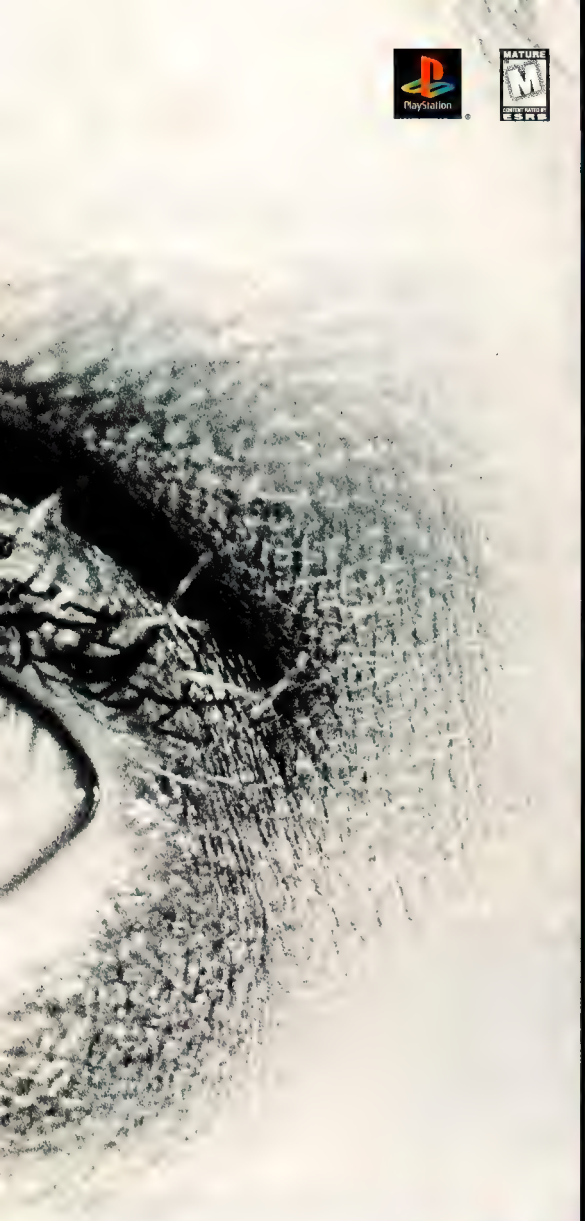
Nausea

Loss of Appetite

Dry Mouth

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

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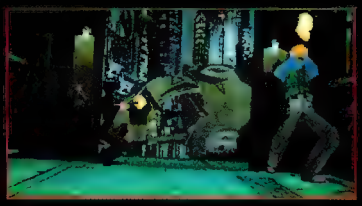
PlayStation

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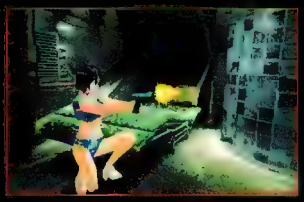
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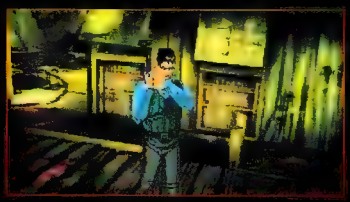


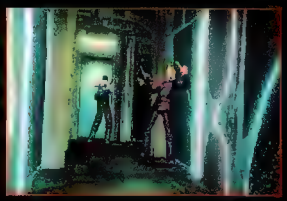
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MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.





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Tomba! 2: The Evil Swine Return

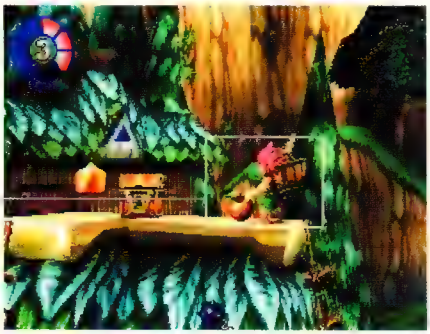
Publisher:	SCEA
Developer:	Whoopee Camp
Players:	1
Genre:	Action
% Done:	70%
Release:	January 2000
Also On:	None
Web Address:	www.playstation.com

The Good: Tons and tons of mini-quests to embark on...some as action-packed as finding a basket.

The Bad: Most of the cutesy voice and the music. Yeeuck.

And The Ugly: Does Tomba really have to ride the pigs like that?





Within a given area—even a small area—Tomba can be presented with mini-task after mini-task. Collecting objects, gathering water and much more await you.

Pigs. There's not much to like about them. They're dirty animals that wallow in their own filth—Sam Jackson's character taught us that in *Pulp Fiction*. If you agree, you'll enjoy Tomba! 2. It takes hatred of swine to new levels.

The same pack of evil pigs from the first game has kidnapped Tomba's special lady friend Tabby, and also cast all kinds of wack spells over the land, turning it bad. Tomba is obviously PO'd about this and has to save her and the places he visits along the way. And like the first game, there are all kinds of tasks to complete throughout the game before you even come close to finding her.

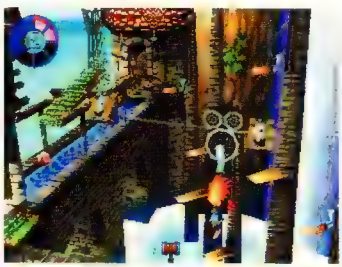
For example, earlier on you come across a crank that operates a bridge that you need to cross. The bridge is missing a gear, but in order to get the gear you have to find it in another area of the level. And it turns out the gear is next to a house that's on fire, so you have to put that out first. And the tasks pile up. As the game progresses the tasks get harder—although there seem to be quite a few simple ones thrown in for good measure.

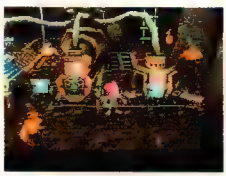
At times, Tomba! 2 seems to be geared more toward a younger crowd (thanks in part to its silly voice work and cheesy music). But don't worry—there's still plenty of stuff in this sequel for hardcore gamers (goodies to find, secrets to explore, etc.).

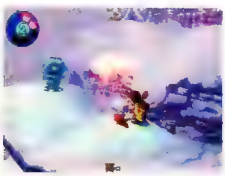
You can find all kinds of items to equip—everything from a bucket to a squirrel suit to a lunchbox. You'll use every item in the arsenal at one point or another—sometimes several times. Weapon-wise, Tomba! 2 isn't lacking. Stun an enemy with a particular weapon, and then do them in by jumping on their back, riding around on them for a couple of seconds and then slamming them down. You can also use some weapons as items.

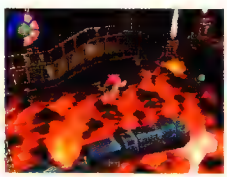
While the solid gameplay in this sequel may be similar to the original, the graphics are leaps and bounds improved. The game's simply filled with rich, interestingly designed environments, full of vibrant colors and 3D models. It's a great-looking title.

Like the first Tomba!, some of the top brass behind the original Resident Evil and the creator of Mega Man are involved in the making of this game.









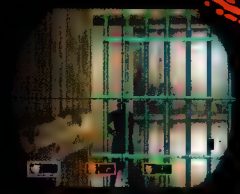
THINGS TO DO

The Good Samaritan

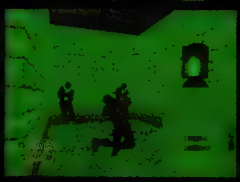


If you played the first Tomba! you know the basics of the gameplay in this one. If you haven't played the original though, you're in store for a whole new kind of action/ adventure game. You're presented with hundreds of tasks to complete—most of which involve helping the people of the land find and/or move someone or something. Some "quests" are ridiculously easy (like finding a bird's nest...in a tree), while others require you to go through several steps to complete. And of course, each of the steps is its own little task. Sure, it can get confusing, but that's half of the fun. You'll interact with dozens of people and visit all kinds of places during your quest.

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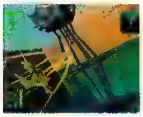
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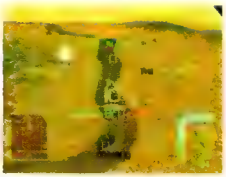


REMEMBER WHEN

...Warhawk hit the shelves in '96? The Singletrac game was a real humdinger.

Eagle One: Harrier Attack

Publisher:	Infogrames
Developer:	Infogrames U.K.
Players:	1-2
Genre:	Action
% Done:	75%
Release:	February 2000
Also On:	None
Web Address:	www.infogrames.net
The Good:	Controls OK and the explosions are nice.
The Bad:	A bit unrealistic, especially aircraft damage.
And The Ugly:	The story line is really unbelievable.











Eagle One walks the fine line between sim and arcade quite nicely. At no point do the controls become overly frustrating or does the action get too unbelievable...well, maybe a little.

CINEMATIC

Cutscenes

The game uses video clips of war-like situations.









Eagle One: Harrier Attack takes the best of a chopper sim (mainly hovering) and mixes it with high-speed dogfights and loads of mission-based action. The Gulf War/terrorist atmosphere is fueled by FMV scenes of destruction and chaos as depicted by the national news.

Normally we wouldn't waste your time explaining the plot of a game like this but it's kind of interesting. A terrorist group has detonated an electromagnetic pulse bomb over Hawaii rendering all means of communication on the islands dead. The military bases are in utter chaos. The president himself dispatches a group of highly skilled marine fighters to regain control. It's up to you and your crew to liberate all five islands one by one.



Wow, what a great place to have a war: Hawaii. It's not as cheesy as it sounds, however. Basically each island requires you to complete five missions in succession. They range from the typical blow-up-the-enemy convoy to performing surgical strikes in a city still crawlin' with civilians.

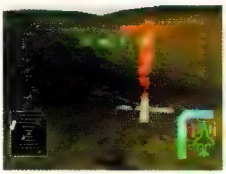
The Harrier Jump Jet can hover as well as fly like normal (obviously). You unlock four other craft—the AIO10, Rescue Copter, F16 and a special stealth Raven Jet as you complete missions.

Flying involves the usual skills: throttle, heading, altitude, etc. All functions are displayed on an easy-to-read HUD display unless you're using the tail cam. A woman's voice announces certain actions like weapon selection and heading...a nice touch. Controls are easy to learn and become second nature quickly. The hard part is aiming your guns and firing while eluding enemy rockets.

Weapons consist of 25mm cannons, unguided rockets, air-to-air and air-to-ground missiles plus laser-guided bombs. Guns are replenished at the home base but refueling can be done via air-tanker.

Two-player split-screen lets you pick the location, weather and rules of the battle, (first to a set amount of kills, etc.). In addition, a friendlier Cooperative Mode gives you and a friend a chance to blow stuff up as a team.

Aside from the story line, Harrier shows a lot of promise as a flight sim/arcade shoot-'em-up.







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- GRAB POWER-UPS FOR AMAZING SPEED BOOSTS, SUPERIOR WEAPONRY, MAGNETIC POWER AND MORE.

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E EVERYONE

MISS KITTY

The delectable Miss Kitty would appear to be the WWF's new 'star' attraction, as you'll no doubt see in her huge photo spread in the January issue of *WWF Raw*. Previously a personal assistant at the WWF, she is now establishing herself as a strong contender.



WWF Smackdown

THQ has done their best to imitate the glitz and glamorous testosterone-enhanced soap opera with their latest wrestling effort, WWF Smackdown, which will be released in **Q1 2000**. Smackdown, developed by **Yukes**, has as much going on in the ring as out of it. A television-style presentation allows you to witness backstage plots as they unfold. WWF superstars will plan ways to undermine your wrestling skills with acts of betrayal and surprise.

The game moves very quickly (it uses the Toukon Retsuden engine, the most popular and refined wrestling series in Japan), and all of the wrestlers you see on TV are present with loads of moves and all the finishers to bring the flash bulb-happy fans to their feet.

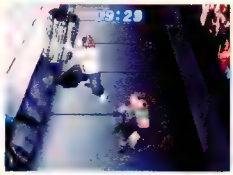
More on Smackdown later.



















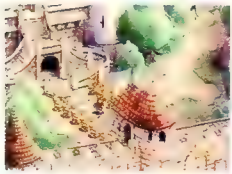


SaGa Frontier 2

SaGa Frontier 2, the latest entry in **Square's** long-running "SaGa" series, is headed to the U.S. this **February**. SF2 features a multi-scenario game system which allows for the same non-linear gameplay fans of the series have grown to love. The hand-drawn graphics are absolutely stunning, and the battle system is improved as well. SaGa 2 supports the PocketStation, too. Look for a full preview next issue.

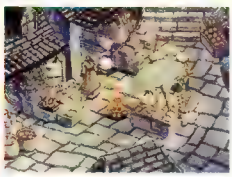












Road Rash: Jail Break

Except for the last N64 version, the Road Rash series has been excellent. Jail Break offers more 3D action with some tasty new features. First off, a story mode, in which your mission is to free your pal Spaz from jail. Of course, you'll have to join a gang and complete a number of tasks to do so. Eleven weapons, super combo attacks and four-player, side-car play round out the new features. **EA** will release this game in **January**.






K-1 Grand Prix

Jaleco is getting ready to release the third installment of the K-1 kickboxing trilogy–Grand Prix. It looks and plays a lot like the last version but features a ton more fighters. Find it in **January.**




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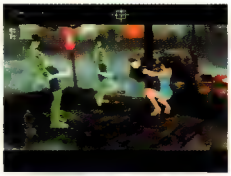


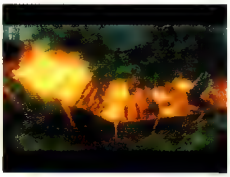
KILLER FLICKS

When asked what movies helped influence Fear Effect's slick design and killer theme, developer Kronos told us: *La Femme Nikita*, *Akira*, *Blade Runner* and anything with Chow Yun-Fat in it.

Fear Effect

We wanted to show you folks a few new screens of **Eidos'** Fear Effect (formerly Fear Factor). Why? We think the game's pretty f'in cool. This RE-style adventure has three playable characters (all tough-as-nails mercenaries), a gritty story line, *Blade Runner*-style environments and beautiful CG sequences that blend right into the gameplay (like FFVII and VIII)...all on four CDs. Fear Effect will be out **early in 2000**.









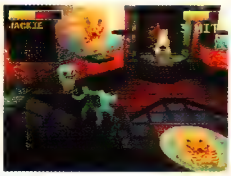






Jackie Chan's Stuntmaster

We first took a look at Stuntmaster 50 years ago, but **Midway** assures us this one's still coming out (by **February 2000**, they hope). The action/fighting game stars the man himself, Jackie Chan, in a series of Final Fight-style adventures. You'll actually see him doing some crazy crap—he learns new moves and stunts as he progresses in the game. **Radical Entertainment** is developing this brawler.

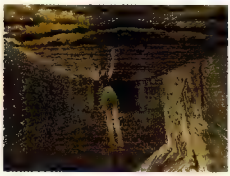


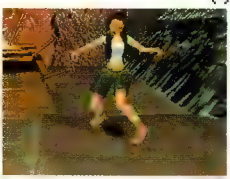


Tomb Raider: The Last Revelation

Last month, you saw the first renders of young 16-year-old Lara Croft. Here are some screenshots of her in action.

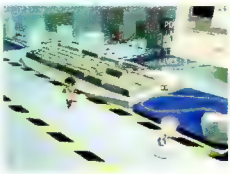






Micro Maniacs

Codemasters in the U.K. is bringing out the fourth Micro Machines game, Micro Maniacs, in the year **2000**. This time around, the racers are little biped creatures called Maniacs—gone are the lil' race cars from the previous installments. The gameplay will also be 3D (instead of just 2D playfields backed up with polygon graphics). Codemasters has not announced a U.S. release yet, but they probably will fairly soon.





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WILD AMBITION







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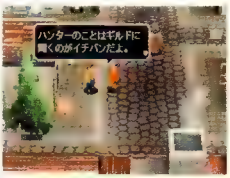


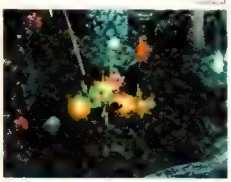
ANIMATION

Arc the Lad was turned into an animé series that ran on Japanese TV. That makes two Sony RPGs turned into animé, this and Popolocrois.

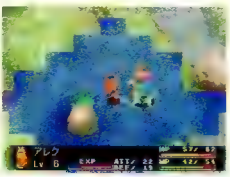
Arc The Lad III

SCEI and **Arc Software** have recently released the third in the popular Arc the Lad series. You once again suit up as young adventurer Arc, this time with somewhat more "mature" graphics. Combat is very strategy/tactics based—enemy characters are situated in their own screens. You battle and if you win, you can freely move about that screen. Also features a few PocketStation mini-games.











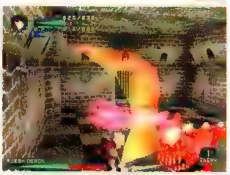




Dragon Valor

When we last saw **Namco's** work-in-progress RPG Dragon Valor, it was at E3 back in May. While the game looked promising, it seemed to lack a certain captivating spark in terms of design and graphics. Recently, Namco gave us another peek at the latest build of Dragon Valor and it's looking much more solid. We can't wait to get our hands on the import of this 3D action RPG in **December**. A U.S. release is set for 2000.

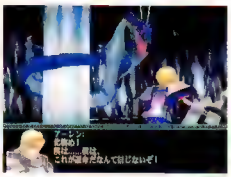












Samurai Spirits

You may know this popular fighting game series as Samurai Shodown here in the U.S. While we've seen a couple 3D Shodown games on the Neo•Geo Hyper 64 arcade system, none have been ported yet to the consumer market. This latest chapter, roughly translated as "Resurgence Of The Purple Blade" continues 20 years later, and features older versions of Haohmaru, Hanzo, etc. **SNK** will release this in **December** in Japan.





SCREW YOU GUYS, I'M DRIVIN' HOME!

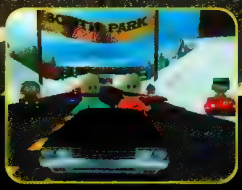


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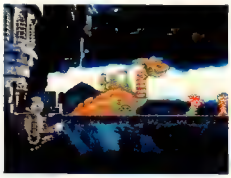


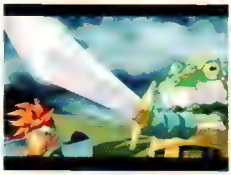
AKIRA TORIYAMA

Chrono Trigger features the artwork of Akira Toriyama, known for the series Dragon Ball Z and his work on the Dragon Quest series.

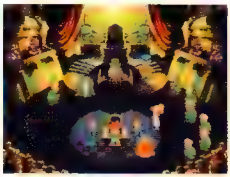
Chrono Trigger

In 1995 one of **Square's** most boundary-breaking RPGs was released upon the world. Chrono Trigger came out after Final Fantasy VI (III, at the time) and opened the mass market to RPGs. Join young Chrono and his friend Lucca as they accidentally stumble upon time travel and get whisked away into a series of adventures that are as engrossing as any of today's RPGs. Sure, the graphics are 2D old-school Super NES, but the gameplay is where it's at with this title. Additionally, animated sequences using Akira Toriyama's character designs have been created especially for this version. It also includes an additional scene at the end which ties it in with Chrono Cross (released just a week or so after Chrono Trigger hit Japan). CT is **available in Japan now**, but unfortunately Square EA currently has no plans to bring this out here.









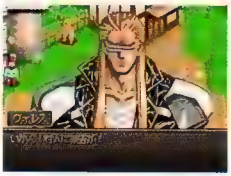


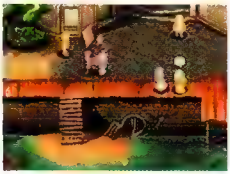


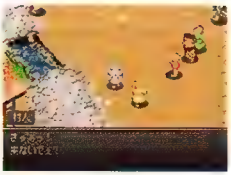
Growlanser

Fans of the long-running Langrisser series (remember Warsong on the Genesis?), listen up. **Atlus'** Growlanser boasts (aside from an interesting battle system) the team that worked on the original Langrisser series (I-V). Plus, Satoshi Urushihara returns to illustrate the character portraits which made the original Langrisser series so memorable. What we've gathered so far is that battles in Growlanser are a mix between action and traditional RPG elements. Import it in **November**.









Biohazard: Gun Survivor

For Biohazard: Gun Survivor, **Capcom's** combining two popular genres to give the ol' Time Crisis formula a new twist. We got our hands on a playable demo at the recent TGS and were delighted to discover that the game gives you total control over where you go on each level. With a Guncon, players point the gun away from the screen and fire once to move forward, keep the trigger down to run, pull the trigger twice and hold it down to backtrack, and use the A and B buttons on either side of the gun to turn left and right. The game also promises to have more depth by including adventure elements like finding keys, solving puzzles and using items. **Capcom hasn't set a release date just yet** but expect this to be a huge title sometime next year.







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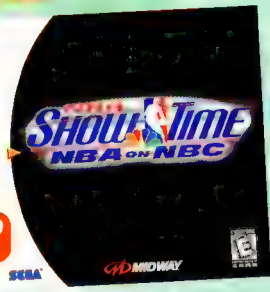
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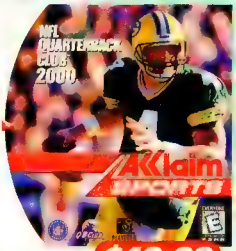
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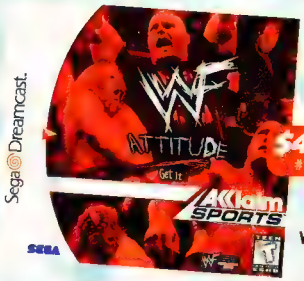
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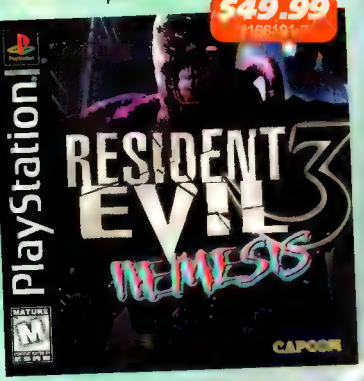
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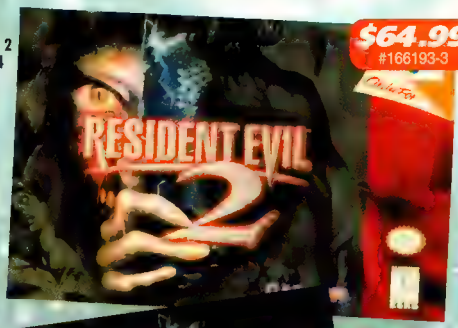
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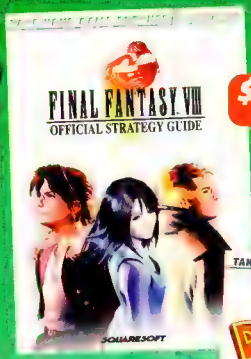




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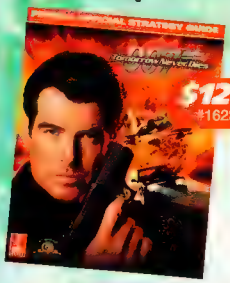
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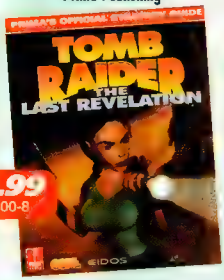
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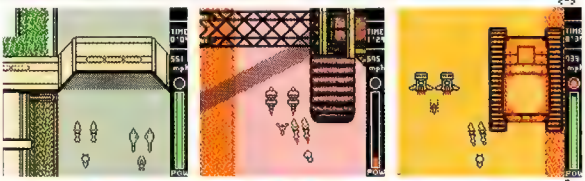
PREVIEW GALLERY

EPISODE TWO DEMO

On Sept. 22 1999, George Lucas gave a live interview in a famous store called 'Fnac' in Paris and it was broadcasted live through all the 'Fnacs' in France. He revealed that in the next Episode, Yoda will be seen in a full combat scene—thus proving his status as 'Jedi Master.'

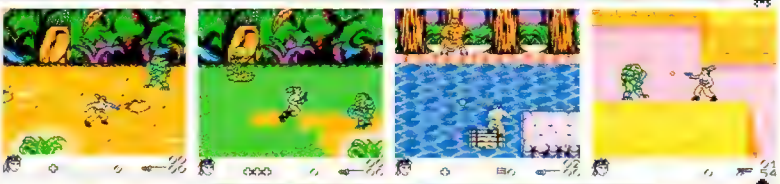
Star Wars: Episode One Racer

The first fruits of **Nintendo** and **LucasArts'** announcement about Episode One games on Game Boy, Racer is a top-down scrolling racing game which should be with us in time for **Christmas.**



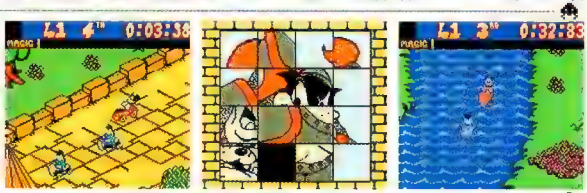
Turok: Rage Wars

This **winter**, **Acclaim** will be bringing the N64 game to the GBC as a 2D action/shooter.



Mickey's Racing Adventure

This **end of November** release from **Disney Interactive**, **Rare** and **Nintendo** features a variety of popular Disney characters in a Diddy Kong-esque Game Boy adventure. Racing is the main theme of this title, but it's also filled with a number of other gameplay elements and mini-games (some of which are secret).



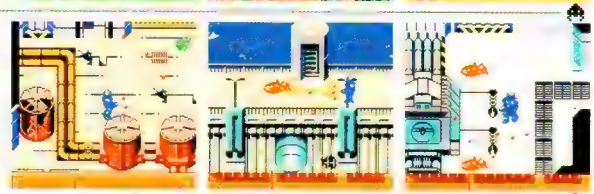
Micro Machines 1 & 2

It's surprising that these classic Codemasters games haven't made it to the Game Boy before. The simple yet effective design is perfect for the system, and developers **On-Line Ltd.** have done an admirable job converting it across for **THQ.** Expect to see this classic pack out in stores in **December.**



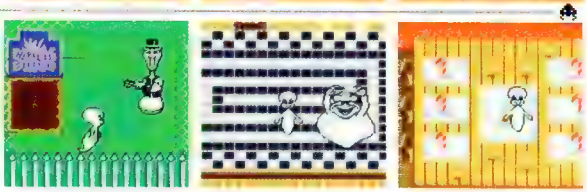
Armorines: Project S.W.A.R.M.

Based on the Nintendo 64 and PlayStation games of the same name, Armorines for GBC features plenty of action, weaponry, insectoid aliens and more, spread out over 13 levels (only this is done from a 2D perspective). Look for it in **December** from **Acclaim.**



Casper

Casper's uncles—Stinkie, Fatso and Stretch—are up to their old tricks again, trying to scare a family out of their new manor. The Friendly Ghost has to disable their traps and solve puzzles to stop them in this game developed by **G3.** Casper is due out **Dec. '99/ January 2000** from **Interplay.**



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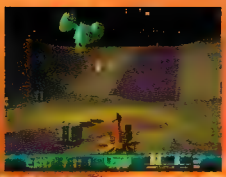
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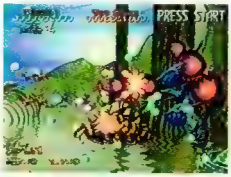
Employ stealth or charge head-on into armored confrontation.

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EPISODE TWO FACTS

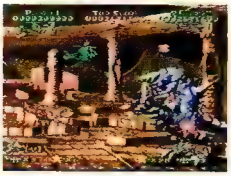
Episode Two researchers have been visiting a Franciscan convent near Assisi that could serve as a temple for the Siths in the sequel. Also, locations at Mount Vesuvius, the active volcano that towers over Naples, have been scouted and this could be a possible backdrop for a duel scene. Maybe the oft-rumored battle between Anakin and Kenobi?

Prehistoric Isle 2







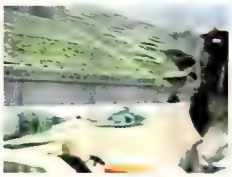


Can you believe it, these Neo•Geo MVS machines have been around for nearly 10 years now! And **SNK** still consistently pumps out 2D action titles. Prehistoric Isle 2 is a side-scrolling shooter in a very old-school sense. There's a plot buried in here somewhere, but nobody cares—it's all about dodging a screen littered with bullets and enemy sprites. **Prehistoric Isle 2 should be out in arcades by the time you read this.**

Star Wars: Episode One Racer







We've all seen the movie, played the N64 Pod Racer game, then played the PC version and wet ourselves...now get ready for an entirely new pod racing experience in an arcade cabinet. We know you know that LucasArts has an Episode One racing game in the works for the Dreamcast, but keep in mind the arcade version is an entirely new game being developed by **Sega**. We've been told that the folks developing this racer is the same team that was responsible for Sega Rally 2 on the Model 3. Don't expect a port to the Dreamcast either—this arcade racer is powered by a souped-up Naomi system, dubbed the Hikaru. **Sega has not announced a U.S. release date yet.**

Garou Densetsu: Mark Of The Wolf









Mark Of The Wolf is the latest chapter in the fighting game series also known as Fatal Fury here in America. This time around, Geese Howard's son, Rock, is back and he wants a piece of Terry Bogart (now age 35). There isn't a release date for **SNK's** latest arcade fighter yet.

Q&C Crisis

Namco's latest venture into firearm amusement machines is much less a digital affair as it is an optical illusion. Q&C simulates a shooting gallery where you shoot cups, dishes and other items and watch them shatter and break with a puff of smoke. Very convincing, but none of it actually happens. It's low tech meets high tech, and it's out this **fall**.



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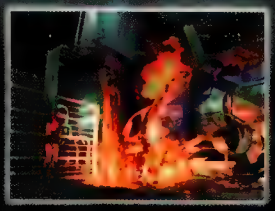




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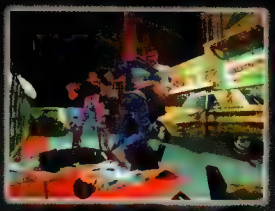
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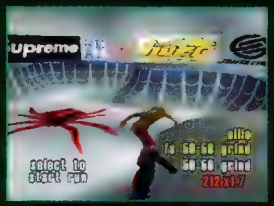
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Sega's console is here. It's a hit.
But what does the future hold?
With the competition's supersystems
only a year or so away, gamers can't
decide whether to shop now or shop later.
EGM helps make the big decision...

...should you buy a Dreamcast or wait?

Photography by Rafael Fuchs

We have seen the future of gaming, and it is confusing. Case in point: Sony will unleash its PlayStation2, a monolithic dynamo that'll possibly form the heart of your home-entertainment matrix—but it won't come with a modem and it won't come cheap. Nintendo *may* release its Dolphin—a DVD-based console that doesn't play DVDs—by the end of 2000. The Dolphin *may* come packed with a modem, and it *may* rival or even surpass the power of PlayStation2. And who knows what Microsoft is up to with its rumored PC-console hybrid, the mysterious X-Box.

While all that hardware sits on the horizon, we have the Dreamcast here and now. Nearly a million of you have bought Sega's slick system. And with triple-A stuff like Soul Calibur, NBA 2K and soon Crazy Taxi to kick around, we figure you're happy you took the 128-Bit plunge. But what about the rest of you? Why haven't you jumped on the Dreamcast bandwagon?

Chances are you're just playing it safe. After all, why buy a new system now that might be obsolete next Christmas. You're confused. You're overwhelmed. You're nearly ready to toss in the towel, turn your back on the new generation of systems and sit in the corner playing Tetris on your Game Boy.

Relax. We're here for you. We'll help you answer this year's big



question—should you buy a Dreamcast or wait?—by asking seven questions of its own:

- ▶ Are you a hardcore gamer?
- ▶ What is your favorite genre?
- ▶ Do you need the most powerful system around?
- ▶ Do you want a system that does more than play games?
- ▶ Do you have Net connectivity outa the box?
- ▶ Do you care about franchise characters?
- ▶ Are you a cheapskate?

Knock these questions around in your noggin for a second. Now flip the page. We apply these seven Q's to all three upcoming systems, as well as the Dreamcast. Our observations—as well as those from industry insiders—will help you choose which console is right for you.

Oh, and one more thing before we get started. Yes, we know we advised you to splurge on the Dreamcast months ago. And if you already bought the Dreamcast, good for you—we hope you're having as much fun with yours as we are with ours. But things have changed. The competition has broadened with the arrival of the X-Box. We now know more about Sony and Nintendo's big plans. And you're once again asking, in countless letters, if you should snag Sega's system now. Let's find out...



Sega Dreamcast
Release date: Out now
Price: $200

Despite the Dreamcast's initial faulty-games fiasco, Sega still pulled off the most successful system launch in history back on Sept. 9. And the honeymoon's not over yet; Sega expects to sell a total of 2 million systems here by March—half a million more than the company originally hoped for. Nevertheless, not all of you share Sega's confidence in its console. The competition's future systems have you all wishy-washy. Let's apply our seven-question test to the Dreamcast and help you hop off the fence.

Are you a hardcore gamer?

We'll come right out and say it: Hardcore gamefreaks—the type who still trek to arcades, who've imported a game or two, who passionately defend their console—have always gravitated toward Sega's systems. The Dreamcast is no exception, and Sega knows it. "If Sony wants to sell a million PlayStation2 units to 55-year-old men, fine, let them go do that," Charles Bellfield, Sega's director of marketing communications, told us. "We are literally a video games company. You'll never hear us say we are an entertainment company. Our audience is the 12- to 24-year-old male gamer. We're core to that audience."

What is your favorite genre?

This question ties in closely with the first, since hardcore gamers are typically aficionados of fighting, sports or role-playing games. Well, the Dreamcast certainly has the first two genres covered. You'll have no shortage of 2D and 3D fighters (and Soul Calibur really is the best thing ever), and Sega Sports' NFL and NBA 2K combo—along with an in-the-works NHL game—will put a grin on any armchair jock's mug.

As for the other stuff, hold tight—it's coming. "By Christmas here, we're talking about at least 40 titles, and it's been amazing to see publishers step up in genres that I didn't think would happen this soon on the platform," said Neal Robison, Sega's group director of third-party support. "We're already going to have RPGs by Christmas, which is amazing, because usually those things take a really, really long time to work on for a platform. We've obviously got the benefit of the Dreamcast having been out for a while in Japan."

Unfortunately, the Dreamcast's first duo of role-playing games—Evolution and Time Stalkers—are hardly extraordinary. But in 2000 you'll have the much more promising Eternal Arcadia and Phantasy Star Online to swipe your waking moments. In fact, by the time the competition rolls out their gear at the end of the year, the Dreamcast'll have at least one triple-A title in every genre. "Traditionally, fighting, sports and driving are the three key genres," Bellfield said, "but that's not good enough for us. We have to get the best in flight sims, the best in even fishing games. All the categories are going to get even richer, even deeper going forward."

Do you need the most powerful system around?

Two things are certain at this instant in gaming history: The Dreamcast is the most advanced console you can buy, and the Dreamcast will be the least-advanced next-generation system at the end of the year when the competition releases their units. But just how much power do you crave? Although PS2, Dolphin and X-Box specs humble the Dreamcast's abilities, the jump in visual quality between, say, PS2 Tekken Tag Tournament and Soul Calibur ain't all that great.

As you'd expect, Sega's hardly cowering before the might of the competing consoles. "We looked at the PlayStation2 demos the day after they were released in Japan," Gregory Thomas, Sega's vice president of product development, said, "and if all we did was work on demos, we could have done those demos. We could have done that rubber ducky thing. We could have done that dance scene. I'm expecting magic, but I'm looking at the Gran Turismo demo and I'm saying, 'Wait a minute—there's some jaggy edges there. There's nothing special about this.'" More importantly, Dreamcast developers will be unloading their second-generation games in late 2000, just in time to rival the gee-whiz visuals of the competition's first-gen stuff.



...Dreamcast

Do you want a system that does more than play games?

Like Bellfield said, Sega is a video-game company, not an entertainment company. If you want a set-top box that'll play DVDs, download digital movies and snuggle up to your stereo components, look elsewhere. The Dreamcast and its peripherals are designed with one goal in mind: to play or enhance games.

But that's not to say Sega doesn't have some nifty add-ons up its sleeve. Take the ZIP drive, due in the second quarter. "We're making the ZIP drive essentially a hard disk for the system," Bellfield told us. "The ZIP will add to the gameplay, it'll save VMU games or memory files or MP3-type content—even levels you can download, unlock and trade between friends."

Sega plans to release its ethernet card—which'll allow access to cable modems and even let you link Dreamcasts together at home—in the second quarter and a digital camera not long after that. And, yes, Sega is still planning a DVD add-on for the Dreamcast. "The point here is that the piece of hardware you buy now is not gonna be outdated," Bellfield said. "Don't worry about that. Commit to us and we'll commit to you."

Do you crave Internet connectivity outa the box?

The X-Box will let you do it. The Dolphin may not. The PlayStation2 definitely won't. But only the Dreamcast gives you everything you need in one box to connect to the Internet from the get-go. As of now, the only thing you can do with the modem is browse the Net and the Dreamcast Network, chat, send e-mail and download the occasional VMU mini-game and Sonic Adventure art file. In January, you'll be able to play parlor games like chess and checkers against opponents online. Sega's third phase of its online strategy, ready this spring, will let you play turn-based games that rely on e-mail to send moves to opponents. By summer, you'll be able to play point-to-point games (those that let one Dreamcast connect to another online). And by the third and fourth quarter of 2000 Sega will finally have all the pieces in place for the fifth phase of its online strategy—true multiplayer gaming over the Internet—and this phase will be inaugurated with high-profile games like Frontier, Baldur's Gate and Half Life. "Our design criteria for next year for our first-party development team is to revolutionize the world of multiplayer gameplay," Bellfield said. "That's what we're aiming for for all our fall 2000 games."

As for what these innovations might be, Sega's keeping mum. Robison did tell us we can expect to see games that let a team of players on one Dreamcast compete against a team on another, essentially combining the traditional console concept of split-



screen multiplayer gaming with online gaming. Dreamcast multiplayer games will be optimized to work with your 56k modem, but it won't be long after the third or fourth quarter that content designed more for cable modems comes into play. "What will happen after our fifth phase," Bellfield said, "is content will be developed specifically to take place over a broad-bandwidth network. That's content that has media delivery [such as streaming of real-time video and audio from users with cameras and mikes] as part of the title, content that has multiple levels of games downloaded into the Dreamcast."

Do you care about franchise characters?

Sega's own series are the sort of thing that make hardcore gamers misty-eyed. And we're not just talking Sonic—who's already returning in Sonic Adventure 2 in late 2000. Classic franchises appearing on the Dreamcast include Phantasy Star, Virtua Fighter, Sega Rally, Virtual On and Virtua Fighter. Hot on arcade games? Sega's most popular Naomi-based coin-ops'll find their way to the Dreamcast. And then there's all the franchises in the making—great stuff like Shenmue, Space Channel 5 and Sega Sports' entire lineup.

Are you a cheapskate?

If you live in one of the 50 percent of U.S. households that don't own a PC, the Dreamcast—and its modem—are a great deal at $200. Plus, Sega's system is cheaper than what we expect both the PS2 and Dolphin'll cost. But should you hold tight to your cash now and splurge on the competition's system later? Move on to the next section and find out.



word on the street

WHAT YOU'RE SAYIN' ABOUT SEGA AND ITS COMPETITION...



Name: GILES SHELTON
Age: 22
Occupation: DELIVERY DRIVER

Q: Did you buy a Dreamcast?
A: Yes. I decided to get it after reading about it and seeing all the titles that were coming out for it. And for the $200 price.
Q: Did the consoles coming from Nintendo, Sony and that rumored Microsoft contraption affect your decision?
A: Nope.
Q: Which system are you most looking forward to?
A: The PlayStation2, because it's the only thing being talked about.



Name: TIM YEE
Age: 29
Occupation: SYSTEMS PROGRAMMER

Q: Did you buy a Dreamcast?
A: Yes, I did. I'm just a fan of Sega and I was impressed with its abilities.
Q: Did the consoles coming from the competition affect your decision?
A: Not at all.
Q: Which system are you most looking forward to?
A: The PlayStation2.



Name: GERARDO SALGADO
Age: 25
Occupation: SALES

Q: Did you buy a Dreamcast?
A: No. I'm waiting for the PlayStation2, and I'm waiting for more Dreamcast games to hit the market.
Q: Have the competition's upcoming consoles affected your decision to not get a Dreamcast?
A: No. I still plan on buying a Dreamcast.
Q: Which system are you most looking forward to?
A: The PlayStation2.



Name: AHMAD SAYED
Age: 16
Occupation: STUDENT

Q: Did you buy a Dreamcast?
A: No, not yet. I'm debating on whether to get it or wait for the PlayStation2.
Q: So the competition's consoles have affected your decision?
A: Oh yeah, they have.
Q: Which system are you most looking forward to?
A: The PlayStation2.



Name: EZRA CAVANAUGH
Age: 17
Occupation: SALES

Q: Did you buy a Dreamcast?
A: No. Not enough games. I'm waiting for more to be released.
Q: Did the competition's upcoming consoles affect your decision to not get a Dreamcast?
A: No.
Q: Which system are you most looking forward to?
A: The PlayStation2 and possibly the Dolphin.

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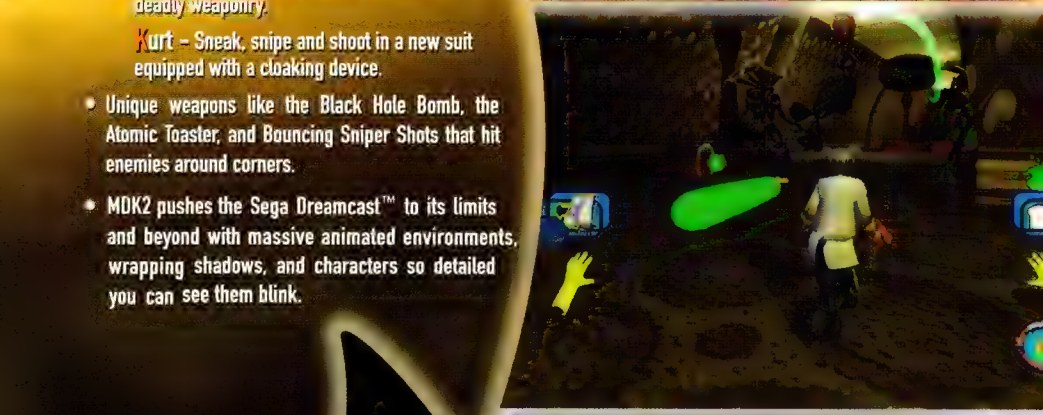
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on the Sega Dreamcast.

- Play as 3 heroes, each offering a different gameplay experience:
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  - **Dr. Hawkins** – Solve puzzles to create deadly weaponry.
  - **Kurt** – Sneak, snipe and shoot in a new suit equipped with a cloaking device.
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- MDK2 pushes the Sega Dreamcast™ to its limits and beyond with massive animated environments, wrapping shadows, and characters so detailed you can see them blink.









Sony PlayStation2
Release date: March 4, in Japan; Fall in U.S.
Price: $370 in Japan; U.S. price unknown

Sony expects to sell more than one million PlayStation2s in Japan within a week of the system's March 4 release. And Sony expects the PlayStation2 will do more than just revolutionize gaming—it'll change the way we interact with our TUs, shop for games, buy movies and listen to music. At this point, Sony has the hardware and clout to meet all its expectations. But do you want the same thing Sony wants?

Are you a hardcore gamer?

Phil Harrison, SCEA's vice president of R&D and third-party relations, said it's a myth—a flat-out falsehood—that Sony ever held a bias against 2D game development for the PlayStation. In fact, he touts the PS2's essentially limitless sprite-drawing ability. Nevertheless, the consensus among the hardcore is that Sony turned its back on old-school gamers—and that cinematic experiences like Metal Gear Solid and Final Fantasy VIII are becoming embraced as the best of the new breed of games.

Well, expect that new breed to thrive on PS2. "I think that PlayStation2 technology allows us to deliver new kinds of experiences," SCEA vice president of marketing Andrew House said, "which are digital worlds that you can experience that are as emotionally satisfying as watching a fantastic movie, reading an incredible book or even watching a great piece of television drama."

Still, Harrison explains, "This is a game system. It will be the best game system the world has ever seen and is going to deliver some unbelievable game content."

What is your favorite genre?

This one's easy. More than 160 third parties are supporting the PS2. Worldwide, developers are crafting more than 130 games for the system. From Tekken Tag Tournament to Shin Ridge Racer to the RPG Dark Cloud to the survival horror gem Onimusha, all genres will get their due on PS2 (and that's not even taking into account the entire library of PS games you can play on PS2).

Do you need the most powerful system around?

Nintendo claims its Dolphin will at least match the PS2's capabilities. But we've seen the PS2 in action. We've played its games. And while we have yet to see a title that clearly demonstrates the PS2's tenfold increase in power over the Dreamcast, we know it's only a matter of time 'til developers begin to wrangle more stellar stuff from the system's ballyhooed Emotion Engine and Graphics Synthesizer. "Probably our first one or two games will not reveal the PS2's true potential," said Shigeru Yokoyama, who's in charge of all of Namco's consumer product development worldwide.

We've yet to see Dolphin or X-Box do their thing. And, frankly, we're a bit skeptical that these systems and their conventional architecture can best the PS2's revolutionary chipset.

Do you want a system that does more than play games?

"With the DVD feature, PS2 will sell a lot," Konami game director Hideo Kojima told the *Official U.S. PlayStation Magazine*. "Regardless of the game software, this is a machine that will sell because of what the machine is all about." We agree. And you better believe PS2 will do a lot more than play DVDs. Aside from all the broadband options (discussed below), the PS2 could evolve into what Sony is labeling your "in-home server." In other words, it'll sit at the heart of a multimedia mainframe that includes your stereo, a digital camcorder and microphone, your TV, a hard drive, etc., and the PS2 will serve as a gateway between all these devices and the Internet.







...PlayStation2

Do you crave Internet connectivity outa the box?

Short answer: You're outa luck here; Sony's shipping the PS2 sans modem. Nevertheless, the Internet—more specifically, a broad-band connection to it—is so crucial to Sony's PS2 strategy that the system wouldn't reach half its potential without it. "In 2001, we will introduce a broadband connectivity option for PlayStation2 that enables the consumer to connect their PlayStation to a very, very 'fat pipe,' as it's called," Harrison said, "...which enables them to get access to tens of megabytes of data per second via a cable modem solution."

Once Sony's network is up and runn'ng in 2001, you'll have access to more than just Web browsing and online games. Sony plans to make your PS2 a portal to vast quantities of digital content, including movies, music, game add-ons and eventually entire games that you can buy with a slap of the Start Button and save to your hard drive.

It's important to note that Sega shares several of these schemes for its Dreamcast, too. With the Dreamcast ethernet card and ZIP drive, you'll be able to download game levels and demos, music files, real-time video and audio in games, etc.

Do you care about franchise characters?

Another easy one. Square is behind the PS2. The Final Fantasy series will continue in one form or another on Sony's new system. That fact alone is enough to draw millions of gamers. Toss in Gran Turismo, Namco's games and good 'ol Crash Bandicoot (who Naughty Dog is handing off to new developers) and you have a franchise lineup that nearly rivals mighty Nintendo's.

Are you a cheapskate?

The PS2 will sell in Japan for 39,800 yen (about $370), the same price the original PlayStation sold for when it launched there. So does that mean the PS2 will debut in the U.S. for $299, the original launch price for the U.S. PlayStation? We have no idea.

We do know that, compared to the Dreamcast and Dolphin, this thing won't come cheap. But then DVD players aren't cheap yet, either—and you're getting that feature for free with PS2. And since the system relies on common connectivity ports, you'll be able to buy off-the-shelf hard drives, digital cameras, mice and other peripherals instead of pricier system-specific stuff, although Sony will release its own gear, too.

You have one year to save your money.





Nintendo Dolphin
Release date: Possible release in Fall 2000
Price: Not announced

Nintendo claims its Dolphin will be at least as powerful as PS2 and is on track for a worldwide release by Christmas. Unfortunately, since we haven't actually seen the hardware, we'll just have to take the big N's word for it. We know Nintendo has allocated much of its resources to Dolphin development. Rare, Retro Studios, Left Field in the U.S. and Nintendo's own teams in Kyoto are busting their butts to get Dolphin content ready for launch. But regardless of whether this new Nintendo system's on time or late as usual, will it be worth the wait?

Are you a hardcore gamer?

No matter what they think of Nintendo's kid-friendly attitude or the lackluster third-party titles that have plagued the Nintendo 64, hardcore gamers really just want one thing outa life—the best games available. And Nintendo is arguably the best game developer on Earth (with Rare not far behind). We know Shigeru Miyamoto is working on the proper sequel to Super Mario 64. We know the Dolphin will lift all the technical limitations Miyamoto faced with the Nintendo 64. That alone should have legions of hardcore Miyamoto devotees lining up to buy the system.

What is your favorite genre?

Like we said, Nintendo's attitude still seems firmly planted in family-friendly games—although there are some notable exceptions. "While strong franchises like GoldenEye and Perfect Dark attract the 20-somethings, we never lose sight of the fact that, in this country alone, every year 4 million new kids celebrate their...birthdays," said Peter Main, Nintendo's executive vice president of sales and marketing, at a recent toy conference, "and most are brand-new consumers of video-game entertainment."

Nevertheless, Nintendo guru Shigeru Miyamoto was recently quoted as wanting to help change Nintendo's image somewhat and target the key franchises at slightly older audiences. This is no doubt in recognition of Nintendo fans "growing up" with the games. Don't expect anything truly adult from Nintendo itself though, with the possible exception of the inevitable follow-up to Perfect Dark.

"We intend to target the mass market immediately."

—Nintendo's Peter Main

Do you need the most powerful system around?

"I can assure you that we're hard at work creating a Dolphin machine that will meet or exceed the performance of PlayStation2," Main said. And that's about all we have to go on, since Nintendo has yet to demo the console. Still, Nintendo is working with powerful partners—IBM, Matsushita, ART-X and others—to assemble the Dolphin from custom versions of state-of-the-art chipsets, processors and memory.

But it's not until you compare the Dolphin to Nintendo's current technology that you really get a sense of the new system's potential. "Let's say we're going to try some new experiment based on the hardware," Miyamoto told us. "With the N64 we had to pay total attention to every point so that the system can still run. In the case of the Dolphin, this isn't a problem, so we can put our maximum attention into little details."

Do you want a system that does more than play games?

Nintendo has stated repeatedly that it'll release a streamlined, games-only Dolphin console that'll launch here and around the world, while Matsushita will incorporate Dolphin technology inside a DVD-movie-playing device that'll come out—at least initially—only in Japan. This is a hotly debated issue, but it's clear that Nintendo wants to produce a system that is powerful but cheap.

Nintendo has always had a very focused attitude about the abilities of its systems and has always been very focused on games rather than anything fancy or pretentious. The Dolphin will no doubt carry on this tradition, so don't expect the "digital entertainment center" philosophy of Sony.

dolphin

Do you crave Internet connectivity outa the box?

Although the Internet is a part of Nintendo's long-term strategy, don't expect outa-the-box connectivity. Miyamoto, quotable as ever, recently told us that "we can't create entertainment without thinking about network communication." However, he continued by saying, "We have to take into consideration the cost associated with network games, and the ages of the users who are actually going to make use of it. If we consider these two points right now, I have to tell you that there is not a big market right now for Dolphin to involve a significant Internet business."

We know the Dolphin will eventually link to the Net (and to the Game Boy Advance, as well). We just don't know when and how. "Will the Dolphin have connectivity? Yes, but I'm not at liberty to provide details yet," Main said. "And as I've mentioned, the Game Boy Advance will also provide that function, too."

Do you care about franchise characters?

Simply put, Nintendo's franchise roster is packed with nothing but all-stars. Forget about Mario—whose name is synonymous with video games—for a sec. We're talkin' Link and Zelda, Donkey Kong and Diddy and the current Death Star of all franchises, Pokémon. Expect all these stars to make regular appearances on the Dolphin.

Are you a cheapskate?

One thing's for sure: the Dolphin will be one of the cheapest of the new systems—between $200 and $250 is our guess. "We will sell our dedicated game machine at a very competitive price," Main said. "We intend to target the mass market immediately."

More good news: Since Nintendo is finally abandoning expensive cartridges, expect all its DVD games to cost no more than discs for the PS2 and Dreamcast.





X-BOX

Of all the systems featured here, X-Box is still the only one that isn't officially confirmed for release. Rumors point to a fall 2000 release date...but we won't have any specific news for a few months.

▶ Are you a hardcore gamer?

When considering X-Box, it's probably more important to consider what kind of gamer you are. Many "hardcore" enthusiasts are seriously into the classic game franchises and the creative influence of Japanese designers. X-Box will initially be dominated by PC-based (and Western) developers, so the style of games is going to be somewhat different to that found on Nintendo and Sega systems. Eventually we'll see more and more ports of "classics" but it's doubtful that a developer like Square will ever develop specifically for a PC-based system. We will see ports from time to time though.

▶ What is your favorite genre?

Early X-Box games will be very much in the classic PC vein—3D shooters like Half Life, action games like Nocturne or Vampires, RPGs (but more Westernized) and strategy games like Warcraft III. Fortunately, though, many publishers are looking into PC ports of classic console stuff (Final Fantasy VII and VIII being good examples) and X-Box will benefit from this. Ironically, the other new systems are all starting to see ports of many PC titles (Half Life and Quake immediately spring to mind), so over time we'll see a certain degree of equilibrium.

▶ Do you need the most powerful system around?

Early reports and rumors certainly place the X-Box as being a much more powerful system than the Dreamcast and on par with the PlayStation2. The CPU will be very fast, and thanks to the nVidia graphics chip it won't be burdened with rendering visuals. Much like the PS2, the CPU in X-Box will be able to concentrate on game logic and AI.

▶ Do you want a system that does more than play games?

Chances are X-Box will offer DVD movies from the box, and—thanks to the Windows environment—you'll have no trouble downloading MP3s, Windows Media files, etc., and saving them on the cavernous hard drive. Although not a fully fledged PC, X-Box stands a good chance of being one of the most versatile set-top boxes or "Junior PCs" (as they're sometimes called) on the market.

▶ Do you crave Internet connectivity outa the box?

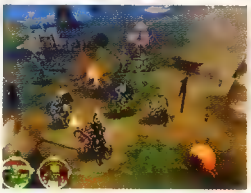
There'll be a 56k modem with the machine. You'll be able to use broad-bandwidth devices like cable modems very easily, and everything will run with familiar browsing and e-mail software. Yet again the Microsoft advantage plays its hand and X-Box will no doubt come ready and raring to go with versions of Explorer and Outlook preinstalled.

▶ Do you care about franchise characters?

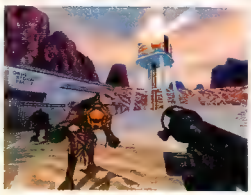
If you're into the classics (Mario, Zelda, Sonic...etc.), you're pretty much screwed here. Although you will get Lara Croft in full hi-res, 3D accelerated glory, many of the other franchises will be PC based games of which there are squillions. An interesting aside to this point emerges when you consider emulation though. The X-Box will be more than capable of emulating many of the older systems. Although a way off yet, with the advent of broad-bandwidth Internet and the gaming-on-demand services, X-Box could be in a good position to bring you legitimate old-school games through emulation.

▶ Are you a cheapskate?

Although the system'll likely ring in at about $300, everything else about the X-Box could be a cheapskate's dream. Lots of developers and publishers make free downloadable demos for the PC, so there's no reason why this trend won't continue on X-Box. Also, there's a huge back catalog of PC games to delve into and many of these could be republished very cheaply. Finally, because of the publishing and licensing model that Microsoft is proposing, there's a good chance that X-Box games could undercut other systems' titles on retail price quite considerably.



WARCRAFT III



HALF-LIFE

The verdict



WAIT FOR PLAYSTATION2 IF...

...you consider yourself a more mainstream gamer, you don't have a DVD player, you're tired of conventional connections to the Internet and you're ready to take part in a revolution in home entertainment. If Sony's plans pan out (and we have every reason to think they will), the PS2 will evolve into your home's entertainment hub, on which you'll download movies, buy games and of course play titles that'll look at least as good (probably better) than the stuff on Dolphin and X-Box. You'll pay a high-end price, but you're getting high-end gear.

WAIT FOR DOLPHIN IF...

...you're a kid at heart who's ready to finally see what Nintendo can do on a system with few technical limitations. Unlike the PS2, the Dolphin will be released here as a streamlined gaming device. But with Nintendo pumping more and more resources into Dolphin development, we expect this system will play the greatest games in the world. Plus, the system's price will make it hard to pass up.

WAIT FOR X-BOX IF...

...you don't want to invest thousands in a games-playing PC, you want to experience games that aren't typical console fare, you need a DVD player and you want to get involved in online multiplayer games as soon as you buy the machine. Playing the roles of both a games machine and a "Junior PC" admirably, the X-Box is much like the PlayStation2 in its aspirations to be the much-fabled set-top box we've been hearing about for years. Microsoft still hasn't confirmed X-Box as a "live" project, but the level of interest in the concept means there's definitely room for a PC-based machine in the gaming market.

BUY A DREAMCAST IF...

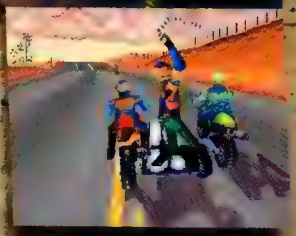
...you're a hardcore gamer who wants to experience nearly everything the competition's promising well before they can deliver it. The Dreamcast packs the best graphics now. It will deliver online multiplayer games before the competition. It will deliver broad-bandwidth content before the competition. Best of all, Sega built this machine to evolve. Expect DVD capabilities and a host of other add-ons to help the Dreamcast hold its own when the new systems arrive.



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THAN BEING SEPARATED
FROM THE ONE YOU LOVE









And only you can remember what it's like to be a rival gangs as well as some boys in blue. So save your buddy out of the hoosegow. Blaze the highways with a friend or Schlep Solo. Or switch sides and ride with the cops in the new Five-O Mode. All while rockin' out to the hottest soundtrack of any game coming close. Just remember, the riders don't matter, only the pavement will.

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RALPH BAER



THE BEGINNINGS

YOU'VE SEED THE FUTURE OF GAMES, NOW FIND OUT HOW IT ALL BEGAN.

By Leonard Herman

Photography by Michael Sexton

Ralph Baer never set out to be an inventor. Upon his graduation from Chicago's American Television Institute of Technology in 1949, he became one of the first people in history to receive a degree in Television Engineering. After designing some electro-medical equipment, he obtained a job with New York-based Loral, where his first assignment was to design a home television set. At first Baer suggested he include some sort of game in the set, but management didn't think much of the idea. So he designed the TV and forgot about home TV games for more than 15 years.

The idea mysteriously came back to him as he waited for the arrival of another engineer in a New York bus station in 1966. At that time Baer was the Division Manager and Chief Engineer for Equipment Design at Sanders Associates Inc. This large New Hampshire-based company, which today is a division of Lockheed, developed complex military electronic systems that had nothing at all to do with consumer-oriented products such as television sets and games. Still, the idea of developing a small "game box" that could transmit fun things to a standard television set excited Baer.

Upon his return to New Hampshire, Baer quickly wrote a four-page paper outlining his idea. What he had in mind was a "spot-generating" device that would place two spots on a TV screen. These spots could then be repositioned anywhere on the screen by rotating built-in "vertical" and "horizontal" control knobs. He accompanied the paper with an elementary schematic that demonstrated how the generator could transmit the spots as well as color background signals to any television set that was tuned to channels 3 or 4.

Baer assigned a technician named Bob Tremblay to build the unit according to the schematic. In one month Tremblay delivered an actual unit that could produce two moving spots on the screen. Baer and Tremblay quickly modified it into a chase game where one spot represented a fox and the other a hunter. The hunter chased the fox and the fox tried to avoid the hunter. The fox disappeared if the two spots made contact.

Baer then demonstrated the game to Herb Campman, Sanders' Corporate Director of Research and Development. Although Sanders didn't develop consumer products, Campman was so impressed with the concept of playing games on a TV set that he allocated $2,500 for further development of the device.

The next step came when Baer had another technician, Bill Harrison, take apart a plastic toy rifle and add circuitry to it. Before long they were using the gun to shoot at a moving spot on the screen and wipe it out when they hit it. The light-guns you wield today are essentially the same as Baer's toy-rifle prototype.

Baer and Harrison were next joined by Bill Rusch, another Sanders engineer. A third machine-controlled spot was added shortly afterward. It evolved into a ball and the two original spots logically became paddles. Video Ping-Pong was born.

Herb Campman was again invited to sample the game, and he agreed that Baer and his team were on to something. Campman allocated another $8,000, which was used to perfect a new prototype that was demonstrated to the top brass at Sanders in June 1967. Everyone liked what they saw. Although they didn't know what they were going to do with the unit business-wise, they officially gave Baer the go-ahead and financing to continue developing the product and to come up with a business plan.

Baer realized that one problem with the system was its bland graphics. To keep the unit's price reasonable, the system only had the power to create the most minimal effects. It could only generate a vertical line that served as a net, paddles that looked like tiny rectangles and a smaller blip that represented a ball.



YOUR DREAMCAST, YOUR PLAYSTATION, YOUR NINTENDO 64—THEY'RE ALL TECHNOLOGICAL DESCENDANTS OF BAER'S "BROWN BOX" PROTOTYPE, WHICH HE KEEPS IN HIS BASEMENT. AND, YES, THE THING STILL WORKS. SEE THOSE LABELED CARDS PILED ON TOP? BAER USES THOSE TO SET THE UNIT'S SWITCHES AND FLICK BETWEEN THE BUILT-IN GAMES.

Baer experimented with ways to make the graphics more exciting while still keeping costs low. Early on he figured out how to include colorful backdrops for the games. The hardware was modified so it could receive a video signal. Colorful wall charts displaying such scenes as a tennis court complete with lines, net and spectators were created. These charts were then photographed with a color video camera. The video signal was sent to the game hardware, which merged the backdrops with the electronic ball and paddles. On screen this gave the impression of a game with sophisticated, colorful graphics.

Baer decided that the cable industry would be the perfect vehicle to deliver these colorful backgrounds into homes that had the game console. He invited Irving Kahn, the chairman of the board of Teleprompter, a New York City cable company, to Sanders' headquarters to sample it. Although Kahn was impressed, he later rejected the idea because the fledgling cable industry was in deep trouble and he had his own problems.

With or without cable TV, Baer still had the problem of figuring out who would take a liking to the concept of playing home TV games. His device needed a manufacturer. Sanders was simply not in the position to assemble and distribute consumer products. The logical company to build a TV-oriented product was naturally one that also produced television sets.

Baer soon began demonstrating his "Brown Box" prototype to

BAER UNPLUGGED

several major television-set manufacturers. Although they all marveled at the new product concept, they were afraid to make a move and pioneer a completely new product category.

The opinion of the TV executives changed when Baer demonstrated the product to RCA. There he found people who were interested. Sanders began negotiating but RCA's demands were just too great. When RCA couldn't get all the onerous conditions that they wanted in a license agreement, they backed away from the video game negotiations.

Soon afterward, Bill Enders –one of the main negotiators for RCA—left the company for Magnavox. Baer's demonstration had so impressed Enders that he convinced his new bosses to view a demonstration of the Brown Box. They were equally impressed and before long a contract was drawn up that awarded Magnavox the full exclusive rights to use and to sublicense Sanders' patents and technology to produce video games.

Magnavox's production console was very similar to Baer's prototype Brown Box. Internally the circuitry was practically identical. The major difference was in how players could switch back and forth between the assorted array of built-in games. The Brown Box used 16 toggle switches. Magnavox opted to use plug-in cards. Instead of video backgrounds fed in from an outside source, Magnavox decided to include colorful overlays that were placed over the television screen to simulate the full-color graphics that were impractical in 1972.

The Magnavox Odyssey was released in May 1972 to indifferent shoppers who viewed it as a novelty. Sales for it were hindered by the fact that it was only available at Magnavox-owned stores, where salesmen gave the impression that it could only work on Magnavox televisions in an effort to sell TVs also.

Meanwhile, Nolan Bushnell founded Atari in June of that year and released the arcade game Pong in October. Although Pong came out several months after the Odyssey, it received a lot more attention because it appeared in popular places that already had pinball machines such as arcades, bowling alleys and bars. Before long everyone heard of Pong.

Magnavox eventually sold about 100,000 Odyssey systems in 1972, but it may have been Pong's success that spurred interest in the home console. People wanted Pong and the Odyssey was the closest thing to it that they could bring home.

Actually, the similarities between Odyssey Ping-Pong and Atari Pong were so close, they raised some eyebrows. To the folks at Sanders and Magnavox, it was just too much of a coincidence that Atari released a game so similar to their own. A little investigation turned up a guest book of an Odyssey demonstration at an open-house held in January 1972 in Burlingame, Calif., by the local Magnavox dealerships. One of the attendees who signed in had been Nolan Bushnell. He saw Odyssey Ping-Pong while he was there.

Pong's success ignited the video-game industry. Even Ralph



Baer fully acknowledges Bushnell for successfully establishing the industry. Because Bushnell's name is so associated with Pong—the first well-known video game—it's easy to see why Bushnell is always erroneously labeled as the inventor.

Magnavox, which had the responsibility for protecting Sanders' patent, soon sued Atari, among others, on the grounds that Pong was copied from the Odyssey. The various parties to the lawsuit lost their case and had to pay up back-royalties and penalties. Atari, represented by Bushnell and his lawyers, opted out of the case and settled out of court. They sublicensed the patent rights from Magnavox for a mere $100,000 for a paid-up license. The deal of the century? Maybe, considering that Atari made Bushnell a millionaire several times over.

With rights to the patent in tow Atari moved on to become the number-one name in video games. The name Atari became synonymous with video games just as the name Nintendo would become a decade later. Atari eventually made billions from video game consoles and cartridges based, in part, on Sanders'

FOR EVERY GUY WHO HAS IMAGINATION, THERE ARE ALWAYS 15 GUYS WHO DON'T.
—RALPH BAER



patents. Sanders and Magnavox didn't do badly, however. They licensed approximately 100 video-game manufacturers worldwide during the mid-'70s and they collected royalties on cartridges that were covered by the patents. They also launched and won lawsuits against other patent infringers, including Mattel, Activision, Nintendo and Sega.

In most accounts of video-game history, the story of Ralph Baer ends here. Bushnell's life after Atari is well-documented with the many companies that he began such as Pizza Time Theater (Chuck E. Cheese), Sente, Androbot and Axlon. However, Ralph Baer's association with video games didn't end with the birth of the Odyssey. It was only the beginning.

Following the success of Pong, many other companies quickly jumped onto the video-game bandwagon. One of the first was Coleco, which produced a multi-game Pong clone for the home called Telstar. With the 1976 Christmas season close at hand, Coleco jumped the gun and produced tens of thousands of units which they planned to release to stores once they received the critical approval from the FCC. It would have been a good strategy—except that the Telstar failed its radio-frequency-interference (RFI) compliance testing, which put FCC approval in jeopardy. The FCC gave Coleco a few days to repair the problem, but if Coleco couldn't fix it by the end of the week, the company would have to begin its entire FCC testing process all over again. That would have delayed the release of the stored Telstars until after the lucrative Christmas season. The company would then lose $30 million worth of business from the inventory that had





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already been produced and was sitting in the warehouse.

Coleco's president turned to Baer, whom he had met previously, for help. By coincidence, Baer controlled an RFI test lab at Sanders. Baer was more than happy to offer his services if Coleco first signed Magnavox's Licensing Agreement. They did so the next morning and testing began on Wednesday, two days before the deadline. On Thursday Baer figured out the solution to the problem and on Friday Coleco received its approval. Baer saved the company from a major disaster.

This episode began a fruitful relationship between Sanders and Coleco. Sanders and Baer were signed to develop two video-game consoles: Combat, which had tank-like controllers built into the unit, and the Telstar Arcade, a triangular-shaped unit that had a light pistol and steering wheel built in. The console accepted triangular cartridges for additional games.

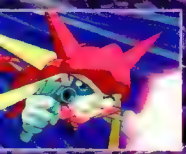
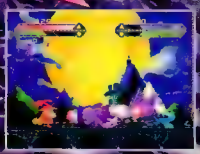
Baer also invented and licensed to Coleco a video-game peripheral for preschoolers that operated in conjunction with an audio tape player. As a story was read from the tape, children were directed to perform certain simple game-like tasks on the screen. If the tasks were performed correctly, the tape acknowledged the feat and continued. The device was called the KidVid and had been designed to work with Atari's hugely popular VCS (2600) game console. Unfortunately, Coleco followed the "Magnavox Primer to Video Game Marketing" and advertised the KidVid as a companion to its Gemini, a 2600 clone. Most owners of the 2600 weren't aware that the KidVid worked with their console and completely ignored it. Today the KidVid, and the Smurfs and Berenstain Bears software that was released with it, are quite rare and highly prized by collectors.

Baer's final project for Coleco was a system that would marry Coleco's Colecovision video-game system or their Adam computer with a 5-inch version of the RCA Selectavision videodisc player. In effect, this was the precursor of the modern CD-ROM. In anticipation of this system Coleco spent $2 million for the home rights to Dragon's Lair. Unfortunately, due to Adam's failure and Coleco's consequent financial problems, the greatly anticipated unit never saw the light of day.

During the past 15 years, Baer continued to invent electronic toys (such as the perpetually popular Simon by Milton Bradley) and gadgets—first in his spare time and more recently on a full-time basis. His interest in video games never waned, as a trip to his workshop could attest. The workshop, which occupies most of the basement of his sprawling ranch home in New Hampshire, reveals old Atari and Nintendo consoles hooked up to TVs. They are not there for his amusement. Instead, Baer uses them to demonstrate new video game peripherals. For instance, he hooked up an exercise bike to the Atari console and used it as a controller for racing games such as Night Driver and Enduro. While he doesn't have either a PlayStation or N64, he keeps abreast of today's technology and is very impressed with the strides that Sony and Nintendo made for the industry. However, he doesn't need to work with the new systems to invent products for them. His latest invention, still in a rudimentary form on an old NES console, will be an exciting new peripheral that will work on any game system. Unfortunately, the highly competitive

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WAS THE MAGNAVOX ODYSSEY THE FIRST PROGRAMMABLE CONSOLE?



Just as there is constant confusion about who invented the first video-game console, there's also confusion about whether that first console, the Magnavox Odyssey, was the first programmable machine. A programmable console is one that can play different games by loading different programs into it. The Sony PlayStation and Nintendo 64, for example, are both programmable machines. This is opposed to a dedicated machine, which has games pre-programmed into it.



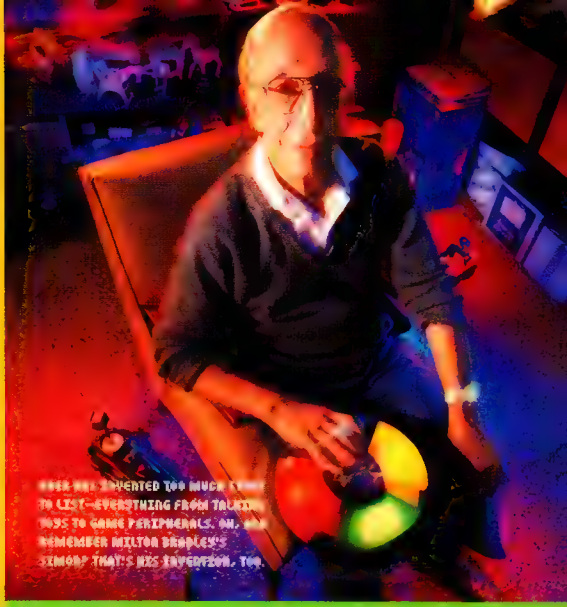
The popular consensus is that the Fairchild Channel F system, which debuted in August 1976, was the first programmable machine. This system, unlike the dedicated systems that preceded it, had a slot into which bulky yellow plastic cartridges (which closely resembled 8-track cassettes) could be inserted. These cartridges contained a ROM chip that was encoded with a game program. Each time a cartridge was inserted into the system, a different program loaded into the console.

The original Odyssey was packaged with six circuit boards and several more were available optionally. Each of these boards caused the simple ball-and-paddle graphics of the Odyssey to behave or appear differently. In other words different games could be played on the Odyssey by changing the boards. If that's the case, wouldn't the Odyssey—and not the Channel F—be the first programmable console?

The answer is no...and yes.

In the case of the Odyssey, all of the different games were programmed into the system just as in any other standard dedicated machine. In other machines the different games were accessed by flicking a toggle switch or turning a knob. The boards inserted into the Odyssey weren't actually cartridges; they were more like keys that told the machine which program to run.

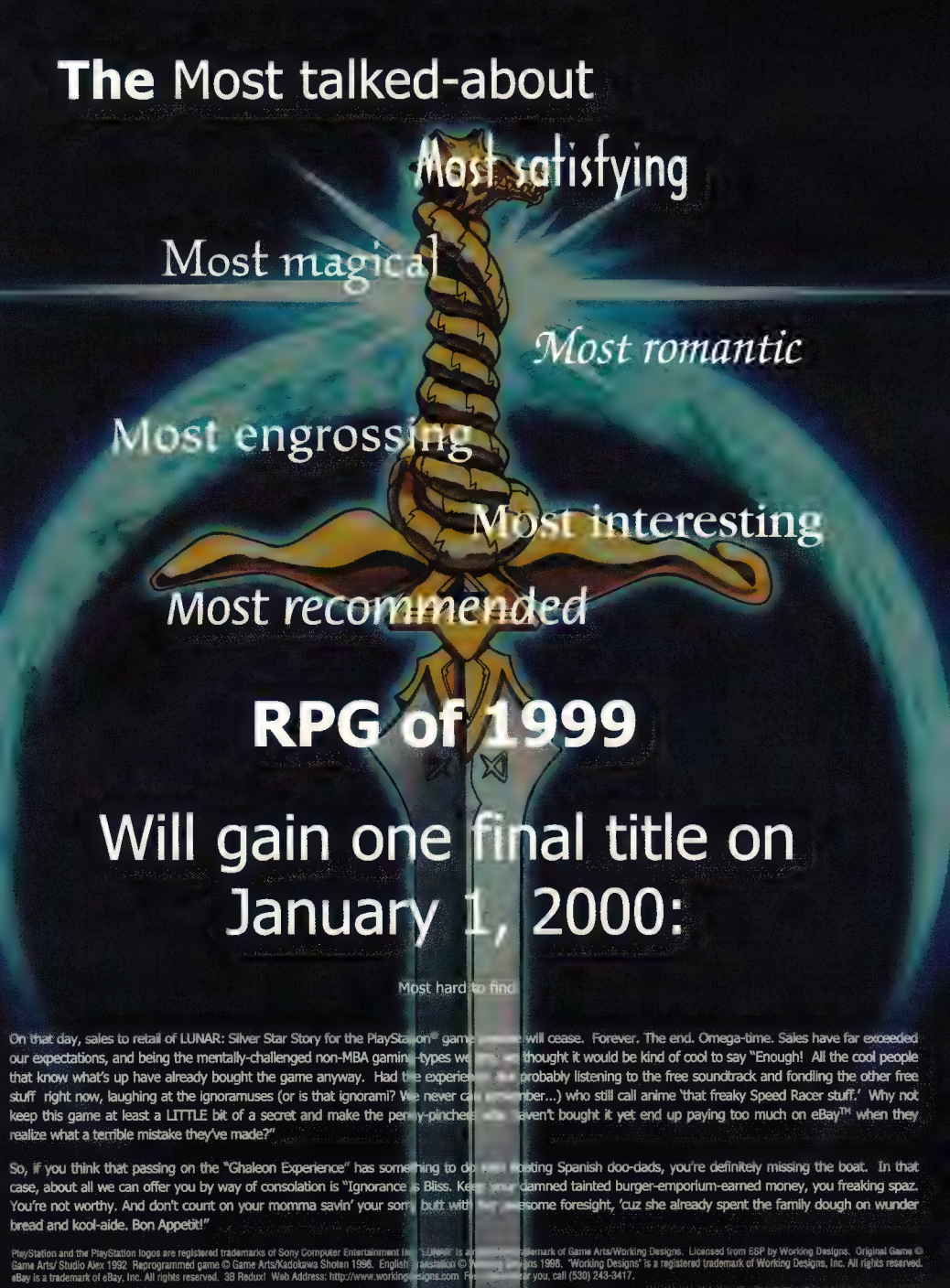
So the Channel F was indeed the first true programmable console. The Odyssey, on the other hand, was the first—and only—programmable/dedicated console. It was definitely a unique machine in more ways than one.



nature of the video-game business prevents him from disclosing any detailed information about the new product before he has secured adequate patent protection and a licensee. After all, Baer has learned the value of patents having spent the better part of 20 years helping to protect both his and Sanders' patents in and out of court.

Although now in his mid-'70s, Baer displays a child-like enthusiasm when he demonstrates his inventions. Despite the number of patents in his name—from talking greeting cards to interactive cable TV—it is still the Brown Box that he's most proud of. The original prototype of the first video-game system sits in a special part of his lab. The world's first light-gun sits alongside it. Both are in remarkably excellent working condition.

In a world filled with 3D graphics and stereo sound, the most remarkable thing about the Brown Box becomes clear when it's switched on. The game's still just as much fun to play today as it was 30 years ago. That alone is a testimony to the everlasting appeal of the work of Ralph Baer, the father of video games.



On that day, sales to retail of LUNAR: Silver Star Story for the PlayStation® game [illegible] will cease. Forever. The end. Omega-time. Sales have far exceeded our expectations, and being the mentally-challenged non-MBA gaming-types we [illegible] thought it would be kind of cool to say "Enough! All the cool people that know what's up have already bought the game anyway. Had the experience [illegible] probably listening to the free soundtrack and fondling the other free stuff right now, laughing at the ignoramuses (or is that ignorami? We never can remember...) who still call anime 'that freaky Speed Racer stuff.' Why not keep this game at least a LITTLE bit of a secret and make the penny-pinchers who haven't bought it yet end up paying too much on eBay™ when they realize what a terrible mistake they've made?"

So, if you think that passing on the "Ghaleon Experience" has something to do with floating Spanish doo-dads, you're definitely missing the boat. In that case, about all we can offer you by way of consolation is "Ignorance is Bliss. Keep your damned tainted burger-emporium-earned money, you freaking spaz. You're not worthy. And don't count on your momma savin' your sorry butt with her awesome foresight, 'cuz she already spent the family dough on wunder bread and kool-aide. Bon Appetit!"

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Sega Dreamcast

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Think it's weird turning sideways like this? Try pulling Mach 2 while dropping 6,000 pounds of bombs on a target the size of a chili dog, for instance. Airforce Delta puts you in the pilot's seat as a top gun mercenary with the choice of over 30 different blood-rushing fighter planes. We're talking intense, and dare we say 'gut-wrenching' action.

AIRFORCE DELTA™


KONAMI
AIR SICKNESS BAG
Air combat so real you can taste it.

THE EGM *slick* 50

People • Hardware • Concepts • Software

Each year, we see a number of significant innovations that truly change the way we think about video games and the games industry from that point on. These trendsetters can involve anything from the rise in power of a particular developer or publisher, the acceptance of a new technology, the dawning of an entirely new concept or even the actions of an individual, and each year as we look back it's possible to pinpoint the slickest, most important elements in video gaming.

Last year was the first time we introduced this feature—we wanted to provide you with a list of the 50 things we thought would really make a difference in 1999. You can see last year's list on page 200 along with our comments on how the industry developed. On some things, we were spot-on...whereas elsewhere we were maybe a little ahead of our time.

Next year looks set to be one of the most exciting yet in the history of video games. We have new technology emerging, new systems and all manner of new concepts which will genuinely change the way both hardcore and casual gamers look at the fastest-growing entertainment form in the world. Over the next 20 pages we will introduce you to the people, the hardware, the concepts and the software that will make the biggest impact and the most difference.

There are always so many influential things worthy of mention each year, but alas we only have room for 50. We look forward to what Y2K will bring.

Joanna Dark

A Heroine To Rival Lara?



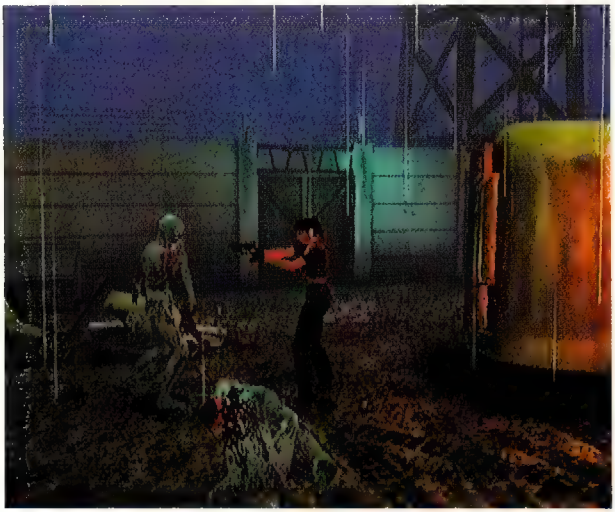
illustration by Michiko Stehrenberger

There have been few games in history as eagerly awaited as Rare's Perfect Dark...and in light of the recent Perfect-Dark-delayed-to-get-Donkey-Kong-out-the-door debacle, gamers around the globe have been whipped up into a frenzy.

So what's the deal? For those of you who've been living on Mars, in a cave, with your fingers in your ears and wearing a blindfold, Perfect Dark is by the same team responsible for one of the most successful video games of all time, GoldenEye 007. Perfect Dark uses a vastly enhanced version of the 3D engine used in the original game, and eschews the James Bond story line in favor of an original cyberpunky yarn about aliens, nasty global corporations and bad guys intent on ruling the world.

The central character in all this is young Joanna Dark—sleek, sexy, dressed in black and tougher than a gang of pissed-off ninjas on PCP. She's got a collection of gadgets and gizmos that will make 007 jealous and an arsenal of high-tech weaponry that will get anyone excited. Wanna shoot through walls? Joanna's got the hardware.

That's not all that's cool about Perfect Dark. There'll be multiplayer games to keep you competitive (or cooperate with a pal), and a way of interfacing with your Game Boy Camera so you can map your own noggin onto multiplayer characters in the game. Everyone's going to be talking about this.





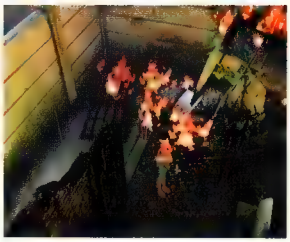


RE Code: Veronica

Killer Zap

When Capcom announced it was delaying Resident Evil: Code Veronica until early 2000, we heard a collective "Awww crap!" from half a million U.S. Dreamcast owners. (No, really. You guys are loud.)

We feel your pain. With a scenario written by Flagship, Code Veronica seems more like the true sequel to RE2. It picks up months later, with Claire Redfield hot on the trail of her missing big bro, Chris. Capcom claims the game is nearly twice the size of RE3. Packed on two GD-ROMS, Code Veronica also resurrects RE2's "zapping system." You'll beat the game as one character, then as another—



except now you'll notice more interaction between your games. "The first person is the younger sister and the next person is the brother," Flagship head Yoshiki Okamoto told us. "Depending on what the first person does, it alters the plot. If you break open a building, the other person will see it broken. It's more like real zapping."

Heck, we're just happy to have a genuine sequel. We bet you are, too.

New Uses for Handhelds

The Swiss-Army Gaming System



Illustration by James Silvani

Gone are the days where handheld systems were nothing more than portable gaming devices. As technology improves in other areas of computing, many of the ideas are making miraculous transitions to both the Game Boy and other devices such as Sega's VMU.

Next year it's all set to go completely crazy as we see things blossom in ways that we never expected. On one hand we're seeing the Game Boy adapt to functions like those found in cheap PDAs—games like Infogrames' Mission: Impossible turn the 10-year-old handheld into an address book and even a TV remote. Elsewhere we see the Game Boy adapt itself to be a remote control unit for RC cars. You'll notice that still elsewhere in the Slick 50 there are references to Wireless gaming—and we'll start to see this as game companies tap into the advantages of online "gaming on demand" through handheld devices.

What's most incredible is yet to come though. When Game Boy Advance finally shows itself we'll see the handheld prove itself still further as it doubles as both controller and butch-VMU for Nintendo's Dolphin system.

Yes, handheld technology may have remained still for 10 years. But it's about to take a huge leap forward.



Photography by Michael Sexton

Co-op Play

Stop Playing With Yourself

Here's something long overlooked in console gaming—but something that is slowly becoming more and more fashionable. We've had deathmatch and head-to-head games for years. People are only just now starting to appreciate the joys of playing co-operatively.

A concept that's been evident in PC gaming for some considerable time, co-op gaming has as yet only appeared in a few good games on consoles. One of the most enjoyable recent examples was the N64 version of Rainbow Six, in which two of you can work together and cover each other's backs to get through each mission. The sense of teamwork it inspires is unsurpassed, and it brings a whole new level of enjoyment to the multiplayer experience. Expect to see a lot more of this—both in games where you sit together and play, and later in the year in online Dreamcast games.

Dolphin

Nintendo Grows Up

"Even when we were working on Wave Race," Shigeru Miyamoto told us, "we realized that the N64 was not powerful enough for that kind of game." The Dolphin project (still the work-in-progress title, not the final name of the system) is clearly Nintendo's answer to Miyamoto's development dreams. With strategic alliances forged with numerous technology powerhouses—Silicon Graphics, S3, ArtX, IBM, Matsushita (and smaller guys like Factor 5)—it's clear that Nintendo isn't messing around and is intent on taking the challenges from Sony, Sega and Microsoft head-on.

"Dolphin may follow the same concept as N64," Miyamoto continues, "which was originally called Project Reality. It will have much more functionality with advanced technologies, like AI. It is becoming much easier for us to install actual AI into the game characters because we are going to have a much more powerful CPU, which should be enough to realize this concept. Rather than the calculation ability, it's the ability to simulate something real."

We don't know exactly when Dolphin will hit the U.S., but you can bet the big N has huge plans for it. Can Nintendo return to the top? This system might take them there.



Illustration by Lisa Backshear

PlayStation 2

Will Sony Win Again?



Illustration by Chuck Ernst

Sony amazed the world in early March when it showed early demos of its "Next Generation PlayStation." Later in the year it amazed everyone still further with more advanced demonstrations of what PlayStation2 could do, along with a long list of developers and games that were already in development, and a final Japanese release date: March 4, 2000.

In typically bullish Sony fashion, the company's expectations for the new system are very high. A million units are expected to be sold within two days of the Japanese launch. If this happens, it will assert Sony's dominance as the all-conquering force in video gaming even more.

So far 46 North American and 27 European companies have joined the 89 Japanese developers producing games for the system, and there are currently nearly 100 titles in development. That kind of support only comes when everyone concerned is convinced of the new system's potential. Sure, initial pricing in Japan seems a little steep (39,800 yen, which is approximately $375) but when it is released in the U.S. toward the end of 2000 (current estimates place it at a September launch) we expect to see it arrive at something close to a $249 price point.

The next-generation console war is about to begin—and the stakes are higher than ever. Still, PS2's success seems assured.



Photography by Mike Lutzky

Yoshiki Okamoto

From Zombies to Zelda

He once came to work clad in a cow costume. Few films influenced him more than George Romero's ultra-gory zombie flicks. Odd traits for a legend, huh? But make no mistake: Okamoto is an industry icon. Formerly one of the top guys at Capcom, Okamoto formed his own company, Flagship, two years ago. Most gamers know Flagship as the scenario creator for Resident Evil 2 and Dino Crisis, but this company's influence is hardly limited to the world of survival horror—thanks to some heavy-hitter investors. "Flagship is a subsidiary of Capcom," he told us. "But the capital of the company is also from Sega and Nintendo."

You see support like that, you gotta expect big things. And Okamoto won't disappoint us in 2000. His company has already wrapped up the scenario for RE: Code Veronica for release early in the year. And Flagship's also creating the scenarios for Link's upcoming trio of Game Boy Color games.

Slick Disasters

Five things that should've been Slick, but turned out to be nasty fall-on-their-face failures.

1 Superman

Titus took the world's greatest superhero, spent years working him into a game and then released what has to be one of the worst titles ever produced. It's certainly the worst N64 game of all time (and it's up against some stiff competition) and possibly the worst game ever. It received the lowest scores the Review Crew had ever given.

2 PocketStation

It's Sony's super gadget that should do for the PlayStation what the VMU does for the Dreamcast. It's a memory card and a cool PDA that you can download games into. And...it's not coming out in the U.S. The system has been plagued with both battery and supply problems in Japan—so we're not getting it here. Maybe there'll be a PocketStation2?

3 Sega's Manufacturing Problems

A spectacular system launch on 9.9.99 could only have been spoiled if some of the games didn't work. And they didn't. It was a minor hiccup, but a bunch of cool games, including Sonic, were affected thanks to a manufacturing glitch.

4 Perfect Dark Delays

Rare's follow-up to GoldenEye has been pushed back to April 2000. If there's one game every N64 owner wants...this is it. Instead you get Donkey Kong 64. Hope you have a lovely Christmas.

5 Dreamcast Online Gaming

The prospect of playing your buddies over the Internet on your Dreamcast was quashed when Sega announced that the full network won't be up and running until September 2000. Not quite what we wanted.

The VMU

We Wish We'd Thought Of That

You can save games on them. You can download mini-games onto them. You can raise Chaos and other virtual pets on them. You can push them together and pass information back and forth on them. You can use the screen to do secret stuff in games. You can use them as a calendar and a clock. Possibly the most versatile peripheral for a games system ever made...and we bet Sony and Nintendo are kicking themselves because they didn't think of it first. Expect to see some copycats.



Photography by Ted Tamburo

Treasure

Games For The Hardcore

Despite being a small developer, Treasure has continued to put out quality titles on all systems. With roots firmly planted in the golden days of Konami, Treasure is often heralded as a hardcore gamer's company. Their games are quirky, but always accessible. Titles like Rakugaki Showtime and Silhouette Mirage show off the eccentricities of Treasure's design, while others like Bangaio and Radiant Silvergun present straightforward, but ultimately timeless gameplay. These guys are forever slick.

AT&T

Online Gaming Visionaries

AT&T has more than proven themselves as visionaries and pioneers in the online gaming arena by partnering with Sega to provide Internet access for the Dreamcast. It doesn't end there, though. You'll be hearing more and more about AT&T's activities as the results of their acquisitions of cable companies such as MediaOne become more and more apparent. If anyone's going to bring broad-bandwidth Internet and high-speed online gaming to the masses, it's going to be AT&T.

DVD

Lots And Lots And Lots Of Space

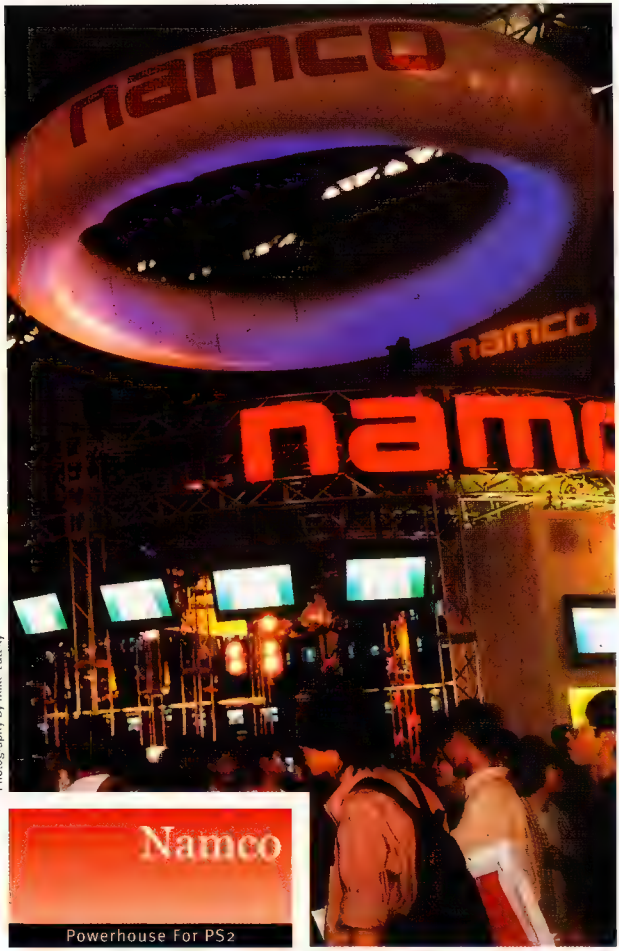
What do new PCs, Microsoft's X-Box, iMac DV, PS2, Dolphin and center of most people's home entertainment system have in common? DVD...or Digital Versatile Disc (not Digital Video Disc as many think). It looks like a CD, feels like a CD, but is capable of holding a considerably larger amount of data than the CD-ROM. It's been creeping into the mainstream for the past year now, but once the new systems are available this will be the storage medium of choice. Kiss cartridges goodbye forever.



Music Games

Move To The Groove

It's pretty safe to say that pretty much everyone seriously doubted the impact music games like Beatmania would have on the game industry. And now that they've proven themselves a success, we can expect to see a lot of products capitalizing on playing music, tapping rhythms, dancing and generally getting into the groove. If there's one way to get more people interested in video games, it's to communicate to them in a language they understand. What better way than through music?



Photography by Mike Lutzky

Namco

Powerhouse For PS2

In last year's Slick 50, we salivated over Namco's development for the Dreamcast. Now that we've seen what Namco has done on that system, all thoughts turn to their devotion to Sony's PlayStation2. As history repeats itself in 2000, we're going to witness another powerhouse combo between Namco and Sony; the bottom line for the PS2 is that Shin Ridge Racer and Tekken Tag are going to be the ultimate consumer aphrodisiacs.

Case in point: Systems programmer Katsuhiro Harada, the man behind the latest Tekken Tag movement, has a reputation as the best Heihachi player in Japan—he's appropriately nicknamed Shinjuku Heihachi Harada. His systems design in Tekken 3 has aroused legions of loyal fans who swear by his name. After getting hands-on with PS2 TTT, we think the generational leap in graphics and representation will be more than worth the price tag. We're going to set ourselves up for the next year's Slick 50 feature, and say how we're salivating at the thought of Namco's future PS2 developments.

3D Cartoon Games

Graphics With Style

Get ready for a mini-revolution in game visuals. We're about to see games jump to a hybrid of hand-drawn artwork and 3D, polygon-based imagery. You've seen how cool some of the scenes in Matt Groening's *Futurama* look—the way the spaceships zoom off and fly into the distance with an eerily realistic look? Now imagine that same unique style in a video game. Trust us: It'll catch your attention when you see it.

We're already starting to see the way things are going, with Sega's incredible-looking Jet Set Radio being one of the first to display a "new" look for a video game (Space Channel 5 has its own style, too). At first it seems just music-based rhythm games will be the first to get the makeover, but expect RPGs and even fighting games to follow suit over the next year.

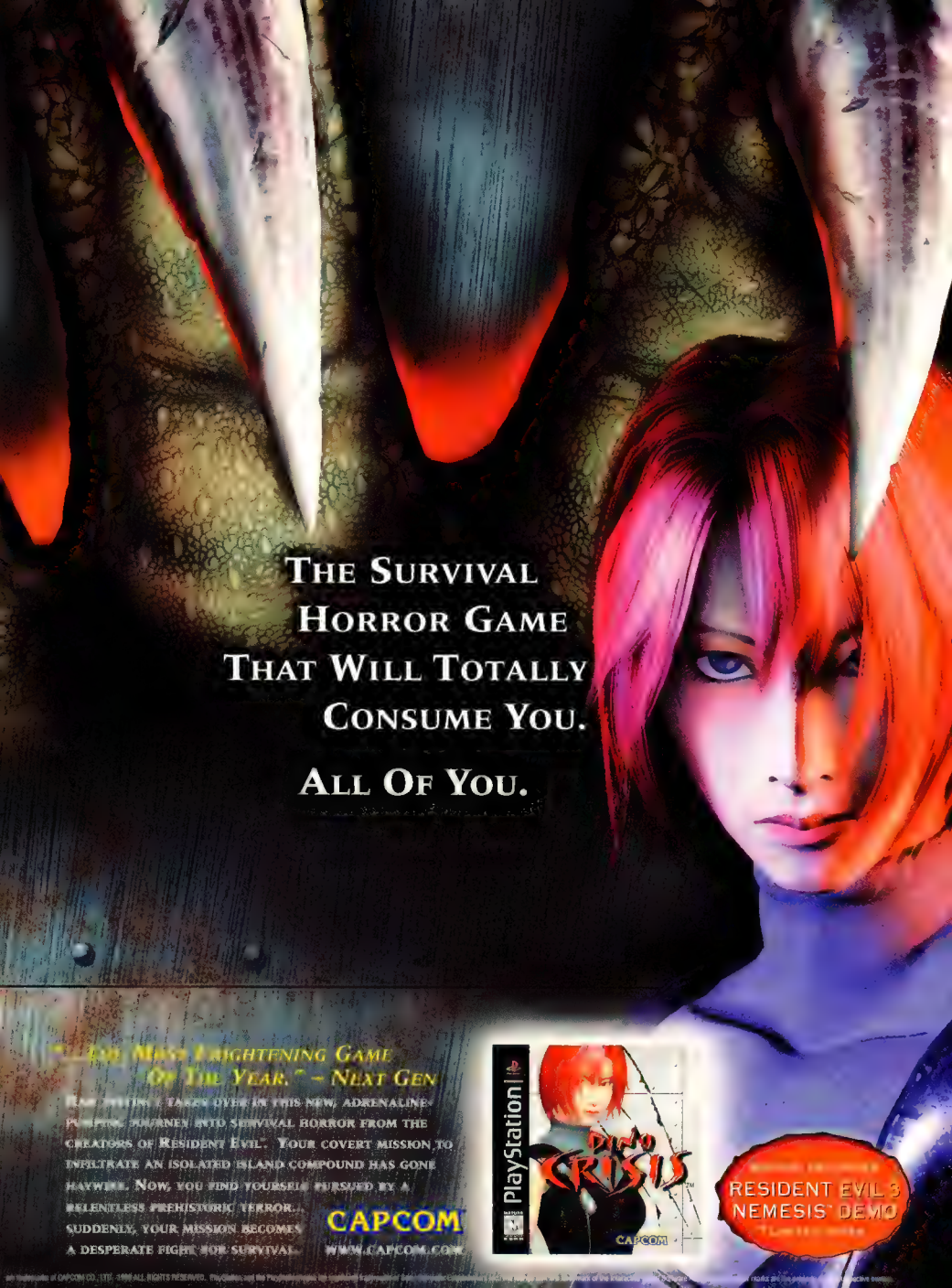
MSR

Bizarre's Return To Form

Bizarre Creations has been beavering away on Metropolis Street Racer for some considerable time now. Originally unveiled at E3 last year, it's been slipping further and further away in terms of release date with each passing month. Will it be worth the wait though? You betcha. With real-world environments built from topographical and digitally captured data from the real cities, and a wide variety of accurately modeled real cars, the game looks absolutely stunning. Some of the models have to be seen to be believed; the Honda S2000 looks amazing, and handles incredibly well.

Could MSR be the Dreamcast's Gran Turismo? Maybe. It certainly looks like it's going to be the definitive sports car racing game for a while. There still isn't a definitive release date—but once this one comes out, it'll be the game by which all other DC racers are compared.


CAPCOM
EDGE
PlayStation
MATURE
M
CONTENT RATED BY
ESRB


THE SURVIVAL
HORROR GAME
THAT WILL TOTALLY
CONSUME YOU.
ALL OF YOU.
"... The Most Frightening Game Of The Year." – Next Gen
PLAY AS LEON S. KENNEDY OR ELZA WALKER AS YOU EMBARK ON THIS NEW, ADRENALINE-PUMPING JOURNEY INTO SURVIVAL HORROR FROM THE CREATORS OF RESIDENT EVIL™. YOUR COVERT MISSION TO INFILTRATE AN ISOLATED ISLAND COMPOUND HAS GONE HAYWIRE. NOW, YOU FIND YOURSELF PURSUED BY A RELENTLESS PREHISTORIC TERROR... SUDDENLY, YOUR MISSION BECOMES A DESPERATE FIGHT FOR SURVIVAL.
CAPCOM
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PlayStation
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CAPCOM
RESIDENT EVIL 3
NEMESIS™ DEMO



Pokémon Gold & Silver

Genuine Mainstream Franchise

It's not often that a Game Boy game is so big that it makes the cover of *Electronic Gaming Monthly*, but Pokémon is such a huge phenomenon that it more than deserved the attention.

Now responsible for more than $5 billion in revenue, the franchise just seems to keep growing and growing. If nothing else, Pokémon is proof that video games can produce world-class mainstream entertainment franchises just like any other entertainment form. In the run up to Christmas, there's a movie and yet more merchandise set to hit store shelves—as well as the long-awaited Yellow version. The real big hit will be in early 2000, though, when Nintendo finally unleashes the "proper" sequels to the existing games. Pokémon Gold and Silver will introduce more than 100 new Pokémon onto the public and yet more merchandising and marketing opportunities to fuel the business.

Anyone who thought the bubble was going to burst sooner rather than later was most definitely wrong.

Hammerhead

Porting The Impossible

Back in Quake's heyday, developers scoffed at the idea of porting id's hellspawn to the PlayStation. Funny thing, though: No one told U.K.-based Hammerhead Studios that such a complicated 3D shooter couldn't be ported. Their flawless version of Quake II for Activision is packed with all the eye candy of the PC original, and it even runs four-player split screen at 30 frames per second. "We made the PlayStation do things that the PlayStation is best at, not what the PC is best at," Hammerhead co-owner and programmer Chris Stanforth said when we asked how they did it. Originally formed by developers from Travellers Tales, Hammerhead worked on 16-Bit titles and ShadowMaster for the PlayStation. They're one developer that can squeeze everything they need out of a console, and we're eager to see their next project: an action game based on a comic book character.

Mario Adventure

Mario's Last Dance on N64?

Mario is still the king of video game franchises, but he's not set to reappear in his next blockbuster for quite some time. The sequel to the groundbreaking Mario 64 isn't set to appear until the launch of Nintendo's Dolphin, so in the meantime you could do a lot worse than check out Mario Adventure—a game that is technically the sequel to the Square-developed Super Mario RPG that appeared on the SNES.

Using a unique blend of 3D backdrops and flat, sprite-based character art (similar in style to Sony's PaRappa and UmJammer art) the game is certainly unique in style. Hardcore gamers will lament the lack of Square's involvement this time and cast some doubt over its quality, but its success seems assured regardless of quality. Mario still has the magic.

Realism

More Than Just A Head Shot

As gaming technology gets more and more advanced, we're seeing some incredible advances in the degree of video-game realism. Want examples? Look at anything from the unflinching violence found in games like Medal of Honor and Rainbow Six to the spectacular attention to detail in the new sports titles currently hitting the market. Sega Sports alone has raised the bar, and as the year progresses we will see further examples of the line between reality and interactive entertainment blurring.





Pokémon Card Game

Geeks Everywhere Love It

As a way of taking the experience away from a video-game environment, few products have captured the necessary spirit as well as Wizard of the Coast's card game. It works on so many levels, both as a way of Pokémaniacs feeding their collecting obsession still further and as a way of introducing new players to games like Magic the Gathering. No one ever thought it was going to be this popular.

Team Calibur

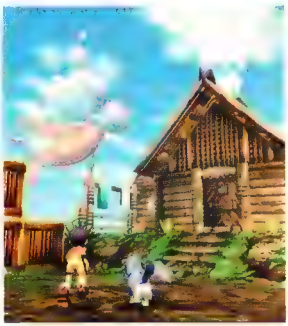
Developers With Soul

Did you really think Soul Calibur was going to escape our Slick 50 this year? Not only is it without a doubt the best game on the Dreamcast, it's also our favorite fighting game of all time. If you could credit one individual for the shining example of how a Dreamcast game should look and play, it's Ko Onda—the man who held Team Calibur together during its rigorous Dreamcast development cycle.

To achieve Soul Calibur's perfection, Onda and his crew worked relentless hours, sometimes not leaving Namco's R&D offices for days at a time. Rumors late this year pointed to a rerelease of an upgraded Soul Calibur in arcades with new character models and all the goodness from the home version, but Namco has since given us word that the project has been scrapped. The unofficial line is that Mr. Onda and his team are instead working on a proper sequel that will see the light of day on PlayStation2. What a shame we won't see it on Dreamcast. Early reports indicate that Soul Calibur 2 will focus even more on differentiating styles between the various weapons, thus making each of the characters more unique. *EGM* salutes Ko Onda and Team Calibur. You guys are unbeatable.

Eternal Arcadia

Sega's Answer To Zelda?



Developed by Sega's Phantasy Star team, this game is eligible for the Slick 50 simply because of that fact alone. But when you look into things further, it's clear that Eternal Arcadia is something of a special case in the world of RPGs. The Dreamcast lineup in this department may be a bit weak so far (Evolution and Time Stalkers are both a bit disappointing) but Sega's Software R&D Dept. #7 (snappy name for a team, eh?) is determined to make Arcadia a genuine step forward for the genre.

Set in a world of pirates, islands floating in the sky and flying ships, the game is, of course, entirely rendered in 3D. The overworld is a vast 3D environment which players traverse in enormous flying galleons. But unlike in many RPGs, this overworld is a true 3D environment and very much part of the game—players will be able to move their ships around and even engage in huge flying battles.

The real meat and potatoes of the game though will be the adventuring aspect, which revolves around the exploits of Vyse. He's the hero of the story who must fight against the Black Pirates as he continues with his quest.

There are still very few details on gameplay specifics, but it's already clear that if anything is Sega's Zelda, this is it.



Dreamcast

The First Step To The Next Level

Photography by Ted Tamburo

No one can deny that Sega really cocked things up when they launched the Dreamcast in Japan. The system was rushed out, the games were either crappy or buggy and the Japanese games-playing public snubbed it for the insult to them that it was. It looked like Sega was doomed, and everyone looked on and wondered when they were going to pack everything up and just become a software developer.

Who would've thought that subsequent launches in the U.S. and Europe could've seen such a reversal in fortune? The Dreamcast is an unprecedented success now. In the U.S. it is already way ahead of its projected targets and has secured its place in history as the most successful system launch in history. Originally Sega had intended to sell a million units by March 2000, but if things continue at the rate they've been going, there will be a million Dreamcasts in America before Christmas.

Once the new systems from its competitors arrive, Sega will be well-established and be forging ahead with its visionary plans for online gaming networks. It will already be hitting that all-important second generation of game titles that -- believe it or not -- will put even early blockbusters like Soul Calibur to shame.

Sega is well and truly back in the saddle and their phoenix-like rise should be applauded by all gamers.

Neversoft

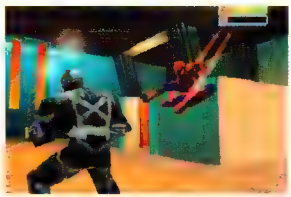
Super Dudes

Recently slapped on the back repeatedly for their sterling work on Tony Hawk Pro Skater (easily the best skating game ever), this small L.A.-based team is at the heart of Activision's recent Marvel Comics announcements. With Spider-Man in the works and set for release next summer, and a number of possible X-Men titles in development, Neversoft will certainly be a name on everyone's lips. Heck, Activision liked Neversoft so much, they bought the company. Sounds like a good deal to us.











Erik Kraber

Dreamworks Sound FX Guru

Video-game sound editors, listen up: If you want effects as amazing as those in Dreamworks' Medal of Honor, take your gear to war. "Most of the sounds are field recordings I did when we went out with Captain Dale Dye for boot camp training in the middle of the desert, in 114-degree heat," Erik Kraber, the game's audio director, told us. "We're out there with my microphones and DAT recorder melting, trying to get as many recordings as possible of all different sorts of hand weapons and rifles and shotguns." No microphones were injured in the making of this game—even though Kraber placed mikes near targets to capture the whiz of speeding bullets. But if all the desert warfare seems like an unconventional way to build game sounds, well, Kraber is an unconventional sound designer. After nabbing a degree in filmmaking, he worked a brief stint at Skywalker Sound and on effects for *Seven*, *Species* and other flicks. And while sound design for games is still kinda new to Kraber (he's worked on about five games so far), his film background gives him an edge. Medal of Honor's 180 minutes of incredible background effects are proof enough of that.



Controller-Specific Games

Rods & Rumblings

As the technology that goes into actually making the games improves, it's cool to see more interesting ways of actually controlling them. On one hand we have games that use the Dual Shock especially well—like the under-appreciated Ape Escape—while on the other we have things like the fishing controllers, wheels and light guns. Good control makes the immersive experience more convincing. And that's a good thing.

Game Customization

The Way Ahead

The future of gaming is fully customizable. No developer worth its salt would dare put out a wrestling game without a create-a-wrestler mode featured prominently. Sports games across the board are slowly offering more and more options to make your playing experience unique. Rare is set to really push the boundaries with Perfect Dark next year when they let you build multiplayer personas using images captured with the Game Boy Camera.

Throughout 2000 expect the Dreamcast to lead the way thanks to downloadable patches and add-ons before we get the really juicy stuff when the DC camera is unleashed. Elsewhere we're set to see more and more create-a-player features and other such goodness that let you make the most out of your games.

Bioware

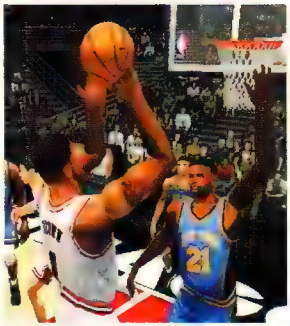
Dreamcast Darlings

Currently one of the jewels in Interplay's development crown, Bioware has been making something of a name for themselves over the past couple of years.

After impressing everyone with the quality of its AD&D RPG Baldurs Gate, the team then impressed everyone even further by provoking spectacular sales figures for a PC game. In 2000 we'll see Bioware turn its considerable talents to the PC-like development environment of the Dreamcast. It is already committed to being one of the first teams developing an online game for the system (a consolized version of Baldurs Gate) and is also set to show us what it can do with an action game. Having taken the reins of the MDK franchise from Shiny, we should get to see the design savvy, graphical expertise and bizarre sense of humor of the team when the game is released at the end of 1999. This is a gang to watch.

Visual Concepts

SOA's Big Gun



They're the guys behind NBA Action '98 for the Saturn, Weapon Lord for the Genesis, One for the PlayStation and many others. They've made games for the 8-Bit systems, the PC—even the Apple IIGS. VC has been around for a while, but chances are you didn't know their name until you played NFL 2K.

Bought by Sega last year, Visual Concepts has become the company's most important stateside developer. Its current blockbuster-in-waiting, NBA 2K, is due any day and looks to replicate NFL 2K's tight gameplay and attention to detail. But it's the stuff that's coming next year that has us really excited. Take Floigan Brothers, which promises a novel two-character system that we don't understand yet. We just hear it's way cool. "The idea behind Floigan Brothers is that it looks exactly like the best cartoon you've ever seen," said VC president Greg Thomas. "And we wouldn't have attempted it on anything but this machine."

Visual Concepts is also looking into new types of multiplayer experiences. "Online is so infantile," Thomas said. "People are still playing deathmatch. You can do so much more."

As far as what that "more" might be, Thomas ain't talking. We'll just have to wait until next year to find out.

Consultants

Mr. Smartypants

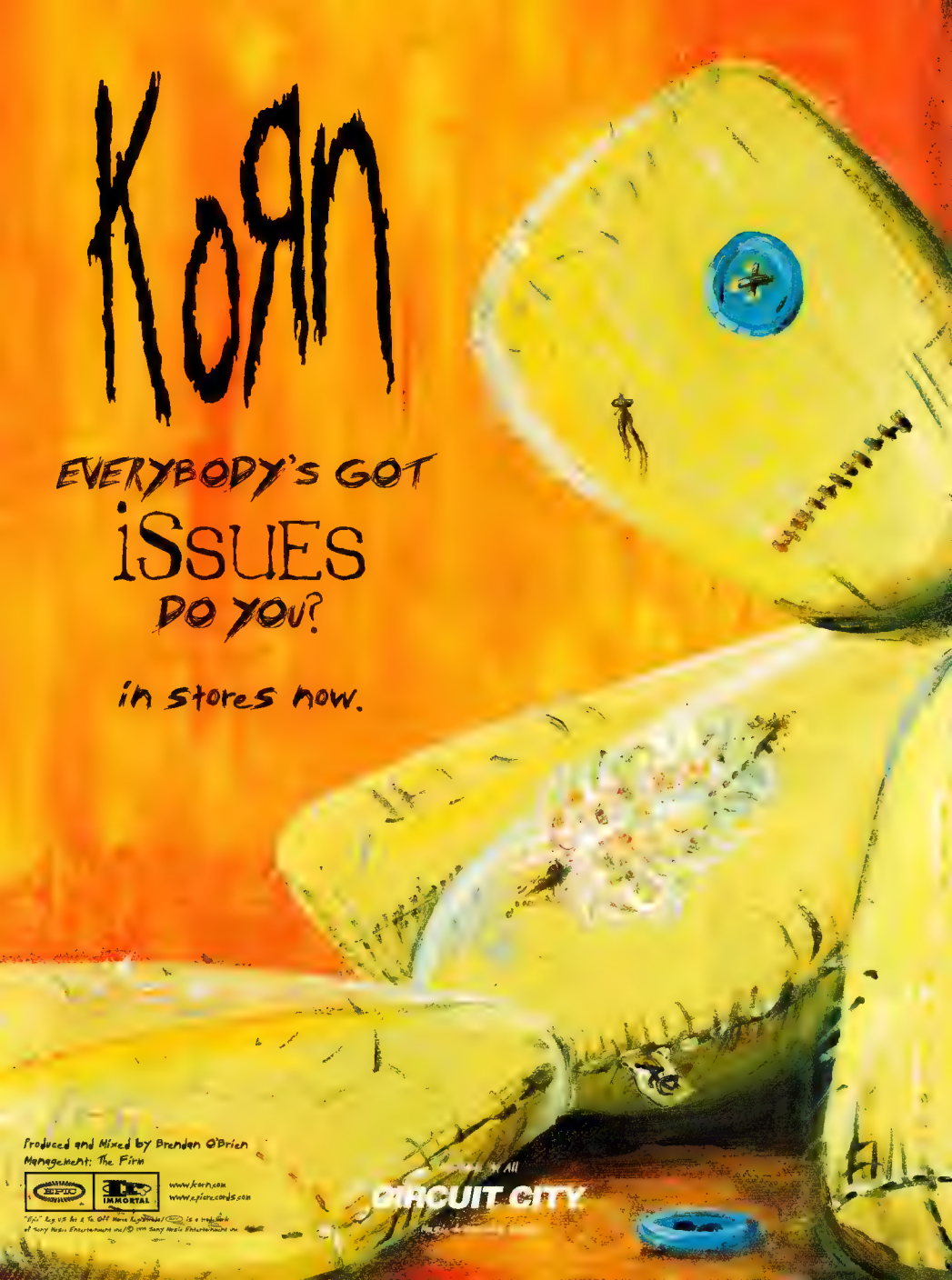
While working on Virtua Fighter, Yu Suzuki sought help from an Aikido master. Metal Gear Solid creator Hideo Kojima took his staff on field trips to military bases. But lately it seems expert consultation has become an increasingly important step in game development. After all, Tony Hawk had major input in Activision's Tony Hawk Pro Skater, and that turned out to be the best skateboarding game ever. But for the most extreme example, look at Dreamworks, which hired retired Marine Captain Dale Dye—the entertainment industry's top military know-it-all—to make Medal of Honor's combat feel real. Dye dragged the team into the desert and subjected them to boot-camp conditions (two staffers nearly passed out from heat stroke). Considering how well Medal of Honor turned out, we reckon the risk to developer life and limb was worth it.

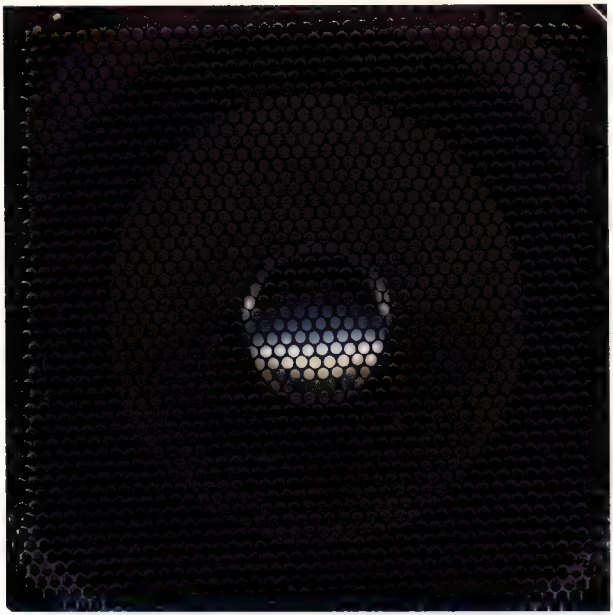
Marigul

Masters Of The Double D

You probably haven't heard of Marigul, but you soon will. The company (a subsidiary of Japanese conglomerate Recruit), has teamed up with Nintendo before. Two of their latest and most popular titles are Derby Stallion 64 (the N64 version of the ultra-popular Japanese horse racing franchise) and Pikachu Genki Dechu (a virtual pet game for the N64 where you talk to Pikachu through a microphone peripheral). Lately they've been hard at work on the entire slate of 64DD projects and Custom Robo for the N64. As a second-party game developer for Nintendo, they're one of the up-and-coming names.

While we won't see 64DD games in the U.S. you can bet that their influence will have repercussions throughout the industry. After all, Marigul is pushing customiz able games to the extremes with the existing technology.


KoRn
EVERYBODY'S GOT
iSSUES
DO YOU?
in stores now.
Produced and Mixed by Brenden O'Brien
Management: The Firm
EPIC
IMMORTAL
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Surround Sound

What's That Behind You?

As the technology becomes more and more commonplace in everyone's living room, it was only a matter of time before games and systems would take advantage of the advances in sound technology.

Both PlayStation 2 and Nintendo's Dolphin make use of Dolby Digital Sound and DTS, while developers are also pushing what they can do with current systems. Many teams are encoding their current projects with surround sound setups, and the results are always startling. Once you've heard something creeping up behind you, or missiles flying from one side of the room to the opposite side behind you, it's hard to go back to boring old stereo.

Surround sound is inevitable, and that's why it's slick. Sooner or later it'll be a part of every game whether you like it or not.

Ryo Hazuki

Sega's '80s Hero



Who? Ryo Hazuki is the central character in the $20 million production headed up by Yu Suzuki—the incredible Shenmue. When the game eventually sees a final release date, the degree of anticipation for it will be so great that long-time Sega fans will be practically bursting.

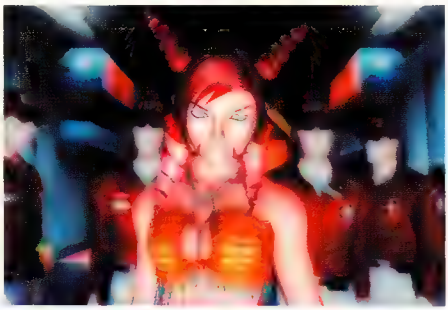
As you may or may not know, Shenmue is a huge sprawling role-playing adventure set in China in the mid-'80s. Featuring a variety of gameplay styles, an intricate plot and some of the most incredible visuals yet seen on any console (as well as full versions of Suzuki's arcade classics such as Hang-On and Space Harrier) it looks set to be a masterpiece.

Hazuki is not your typical video-game hero, and that is why we have singled him out. Basically he's just a "normal" guy...no magic, no rippling muscles, he's not a SWAT member or a special operative. He's just a character for you to identify with and root for as you take him through the sprawling city streets.

The Bouncer

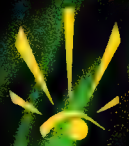
Seamless Action Battle System

Developed by Dream Factory, the team responsible for Tobal and Ehrgeiz, The Bouncer is looking to be a genuine step forward in fighting-game design. Developed specifically for PS2, it goes without saying that it looks incredible—but the most amazing thing about this is not how it looks but how dynamic the environments are. Pretty much every object in every environment can be interacted with, and the huge gang fights that make use of the new Seamless Action Battle System look like scenes ripped right from *The Matrix*.



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Redneck Games

Yeee-Haw!

Fishing. Monster Trucks. Hunting. Shooting. NASCAR. Wrestling. Redneck concepts seem to be the real hot ticket at the moment. You may laugh and joke but a) some of the games are pretty damn playable, and, more importantly, b) these concepts are broadening the reach of video games. If a Monster Truck racing title is going to get someone playing a video game that normally wouldn't think twice about looking at a PlayStation, that's OK by us.



Illustration by James Silvani

Final Fantasy Movie

Showing Hollywood How It's Done

Set for release in 2001, the hype for the Final Fantasy Movie will no doubt start to snowball in the latter half of 2000. With the heavy-hitter voice talent already signed up (Alec Baldwin, Donald Sutherland, Ving Rhames, James Woods, Steve Buscemi) and a huge budget of $70 million, the movie has the potential to show other Hollywood animation studios how things should be done.

Being produced at Square's "render farm" in Hawaii, until recently the project was progressing at a rate of about one second every 24 hours. However, as new technology emerges, the team of several hundred artists and animators are able to work at a somewhat faster rate.



Don't expect to see any familiar characters from the games in the movie—this is a whole new scenario with new characters, new ideas, and, oddly enough, a story that takes place on Earth.

This one's going to be huge. And at the rate things are going it'll probably be out before either the Lara or Duke Nukem movies too.

The 1999 Slick 50

So how did we do? Well there were plenty that we got right, but we'll come to those in a moment. As for the stuff we were wrong about, most of it involved us being a little premature in our predictions. Infrared linkups still haven't quite made it (although we're starting to see things now), and movies of games, while a hot topic, still haven't actually made it to theaters. Elsewhere our prediction that serial games would be a hot item also seems to have been a bit on the premature side. The concept of episodic role-playing games is still a way off, although we know there are some Japanese developers very hot on the idea. Oddworld Inhabitants is always slick, but have only just shown their hand in terms of future plans, while Mucky Foot (ex-Bullfrog guys developing Urban Chaos for Eidos) is a little behind in releasing their game. Other things we were too quick off the mark with? Rewriteable media. Even though it is still a slick concept, manufacturers still haven't got to grips with it. The 64DD isn't coming to the U.S., but at least we'll see the Dreamcast Zip drive next year, Sega claims.

So what about the stuff we got right? Well, everything else really. Pokémon is the most obvious one to spring to mind, but we were also on the money with the revival of interest in Game Boy when the GB Color came out. We couldn't have been more right about game toys being hot (there are now more game-related action figures than anything else) and the real bands in games things seem to be becoming as normal as real bands on movie soundtracks. Anything Sega-related came true as prophesized and many of the people we singled out proved themselves in some considerable style. Miyamoto is now the most-quoted man in the world (so it seems) while Ken Kuturagi wowed us all with the specs and philosophy behind PlayStation2 way back in March. Obviously Naughty Dog, SquareSoft, Namco, LucasArts and EA Sports have continued to help push the game industry to new levels, while our predictions about emerging concepts were pretty spot-on. Humor has become a big element in recent months, while customization seems to be de rigueur in many sports and action titles. Check back January 2001 to see how we did this year.

Hideo Kojima
Mucky Foot
Infrared Linkups
Ken Kutaragi
Naughty Dog
Movies of Games
Serial Games
Oddworld Inhabitants
SquareSoft
Shigeru Miyamoto
EA Sports
Internet
Game Boy Color
Game Boy Camera
Game Bugs
Tamagotchi
PDA Design
Games for Real People
Sonic
Hanafuda
Yu Suzuki
Yuji Naka
PDAs
Excel
Untold Dreamcast
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Developer Alliances
Real Bands in Games
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Suikoden II



Here, powerful spells can save your life. Of course, that's not to say you won't need the dozen or so weapons and armor available to you. Or that the 108 friends willing to fight for you won't come in handy. It's just, when it comes to slaying mythical beasts and whole armies, having the odd rune up your sleeve is just what the doctor ordered.

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KONAMI



Illustration by Blake Thornton

Online Gaming

The Future of Gaming

"From now on we can't create entertainment without thinking of network communication." Wise words from Nintendo's guru, Shigeru Miyamoto. The future of video games is without any shadow of a doubt in online, multiplayer experiences. Although we're only in the infancy of both the concept and the technology right now, it's clear that this is something that will develop very quickly and soon establish itself as the accepted norm for all games.

Sega is already doing an admirable job of blazing a trail for the rest of the video games industry. While the company has been criticized for delays to its online Dreamcast gaming network, you can't fault them for the vision they have. Playing against real people is always going to be more fun than playing against a machine.

Once the technology allows it (see Broad Bandwidth entry in the Slick 50) we're going to see huge multiplayer environments that go beyond the realms of simple deathmatch games like Quake or Unreal. Players will be able to cooperate together in the creation of worlds, they'll be able to experience things together and play in a genuine community where they can communicate and interact with other like-minded players from around the planet.

The first steps will happen in 2000, and once the technology arrives, the whole gaming experience we know now will change.

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PlayStation

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Broad Bandwidth

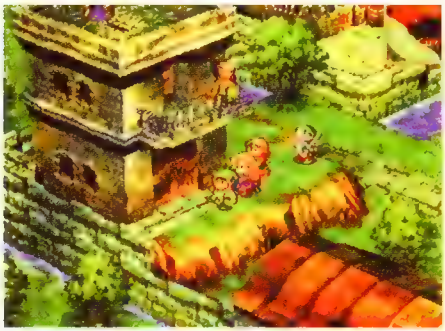
A 10-Lane Highway of Data

We've all heard that the future is in "broad bandwidth" but what the hell is it all about? We've seen phone companies and service providers posture in the technology media, and closer to home we've seen Sony's statements that it only wants to see PS2 accessing the Internet through broad bandwidth connections. So what does it mean? Well, imagine that your standard phone-based Internet connection is a country road along which your data trundles until it appears on your screen. Broad bandwidth is like a 10-lane highway in comparison. Data can hurtle along digital connections at phenomenal speed and in huge chunks. Once this is commonplace we'll be able to download entire movies, or even games from the net at speeds comparable to what we see from a CD today.

ENIX

Dancing Dragons

When you think Enix, you think Dragon Quest (a.k.a. Dragon Warrior in the U.S.). But Enix has been behind other games too, like Bust A Groove (PS) and Actraiser (Super NES). In November 1999 they re-established themselves in the U.S. with a staff ready to handle the English versions of their titles like Valkyrie Profile and Dragon Quest VII. And if Americans' hunger for a good RPG holds out, Dragon Quest VII won't be the last we hear of Enix in the U.S.



Mobile 21

Wireless Gaming Evangelists

By the time Game Boy Advance hits shelves worldwide next fall, you'll be hearing a lot about Mobile 21. The company was formed when the system was first announced and is half owned by Nintendo and Konami. Its main focus will be producing titles for the new portable that utilize cellular phone communication technology. Mobile 21 will also be developing games that can exchange data between the new handheld and Nintendo's Dolphin, although no specific titles have been announced yet. In Japan, the company has been actively recruiting employees through game magazines and over the Web. As illustrated elsewhere in the Slick 50, this concept is going to be BIG—and Mobile 21 are right at the heart of it, pushing the technology to the limits.

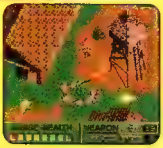
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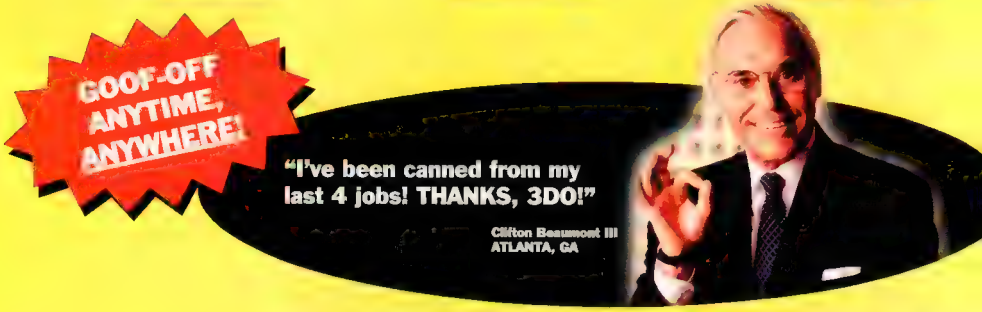












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Ulala

Dancing Chick From The Future

The skinny chick in the orange plastic dress is going to be HUGE. The central character in the whacky, futuristic music game from Sega, Space Channel 5, Ulala is a news reporter that stumbles on an alien conspiracy to enslave the human race through the power of music and dance. Go figure. Think Bust-A-Groove with '60s style grooviness, baby. Although the game isn't out in Japan until the end of 1999, Ulala is already showing potential as a superstar. Expect a repeat performance in the U.S.



Sonic Team

More Than A Hedgehog

Certainly one of the crown jewel's in Sega's collection of developers, it seems more than likely that we're going to see a lot of action from the newly divided Sonic Team. No longer working on one project at a time, we can expect Yuji Naka and his group to emerge with a broad range of games over the next year. There are at least two new Sonic games set for release in the foreseeable future as well as a sequel to the critically acclaimed Saturn game NiGHTS. These guys know gameplay. Watch out for them.

Emulation

Play Anything On Anything

As each new piece of technology comes along, it's more than capable of pretending to be something from the past that was less powerful. While currently frowned upon, companies like Bleem! are blazing a trail that could well lead to the future of gaming and the set-top-box holy grail that everyone still seems to aspire to.

Coupled with broad bandwidth connections and "gaming on demand," emulation could be the way that people access the games of yesteryear.

OpenGL

3D Graphics For All

Developed by 3D rendering guru's Silicon Graphics (now SGi) and adopted for use with many of the top 3D accelerators on the PC, OpenGL is fast becoming a standard for graphics development. When Apple integrated it into its gaming strategy for G3 and iMac, everyone sat up and took notice, but the most recent development is the biggest. OpenGL will officially be a part of Sony's Middleware program for PlayStation 2 development, thus opening the machine up to even more potential developers.



Photography by Michael Sexton

X-Box

Sony Crusher? Or The Next 3DO?

Can the richest company in the world crush PlayStation2? Or is its plan just a little reminiscent of Trip Hawkins' vision for 3DO? Whatever you think, the idea is awesome...an incredibly powerful machine, backed by Microsoft, that provides a development environment most teams are familiar with. Throw in the fact that there's no license fee for publishers to pay, and the result will inevitably be that we'll see a lot of Western developers focus their attention on X-Box. The next 12 months are going to be war.

FIGHTING FORCE 2

You're alone on this mission, so credentials are all you've got to go on.

INTERPOL

SI-COPS PROFILE #1635

NAME: Hawk Manson

OCCUPATION: Espionage Operative

SECURITY CLEARANCE: Ultra Magnum

FIELD OF OPERATIONS: [redacted]

WEAPONS PROFICIENCY:
Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Flame Thrower
Crossbow
Axe

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Bomb Detonation
Timed Explosives Deployment
Top Secret Document Extract

CONFIDENTIAL

MANSON, HAWK

It's just you and your instincts in this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. Your job as Hawk Manson, operative of the government espionage corps, SI-COPS, is to maneuver in and out of R&D installations on an all new 3D game engine. You've got an arsenal of hand-to-hand combat moves and equipment to the tune of 20+ new weapons. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

TEEN T CONTENT RATED BY ESRB

Sega Dreamcast.

GAME

PlayStation

EIDOS INTERACTIVE
eidos.com



Illustration by Lisa Blackshear

Microsoft

The Evil Empire?

In David A. Kaplan's book *The Silicon Boys*, Microsoft head honcho Bill Gates is referred to as "Darth Vader, Godzilla, the Leona Helmsley of technology—he's the guy everybody loves to hate...the richest man in the galaxy and the leader of the Evil Empire." Now, be that as it may, it's hard to ignore the influence Microsoft is having on all of technology.

In the past, the Seattle-based giant has acknowledged the game industry without ever really making a full-scale assault on it. The firm's PC game titles are successful (Age of Empires is a whopper, while Flight Simulator continues to be one of the most popular PC products ever) and its online games service, The Internet Gaming Zone, is one of the biggest on the Net.

It's only in the past year or so though that we're really starting to see Microsoft's interest in the game industry pique somewhat. The introduction of Windows CE was where it all began, and the subsequent integration of this PC-developer-friendly operating system into Sega's Dreamcast made everyone sit up and take notice.

Now, with the prospect of X-Box (see elsewhere in the Slick 50), it's clear that the software giant feels that gaming is something it wants a slice of. Whether you think they're evil or not, their involvement in the games industry will ensure that the boundaries of technology continue to be pushed.

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Sonic

The Return Of The King

He shocked us all with his stunning comeback when the Dreamcast launched—even overcoming the problems he experienced when he hit Japan a year earlier. As we cruise into the next year we can expect to see even more of the once and former king of gaming. Sonic Team is apparently working on at least two new Sonic games, one of which will be the official sequel to Sonic Adventure, the other will be a side story. Whatever happens, it's good to have him back isn't it?





Wireless Gaming

Gaming On The Go

Who'd have thought that Game Boy technology would've been so influential that it even infiltrates the wireless arena? Not only will Game Boy Advance be Internet ready when it's unleashed in 2000, but Nintendo and phone company Nokia have hooked up to provide downloadable Game Boy games for a new range of phones set for release. Already available in Japan, expect to see this service emerge here very soon.

Crazy Taxi

Originality In The Arcades

Sega experienced a spectacular return to form in its arcade division when Naomi (the arcade version of DC) was unveiled last year. Crazy Taxi is certainly one of the most original driving games to hit the arcades in recent years, and it's also one of the most eagerly awaited Dreamcast games for early 2000. Expect the DC version of this Naomi game to feature an entire extra city as well as numerous mini-games and multiplayer options. This game will rock—especially with The Offspring doing the soundtrack.



Yutaka Saito

The Creator Of Seaman

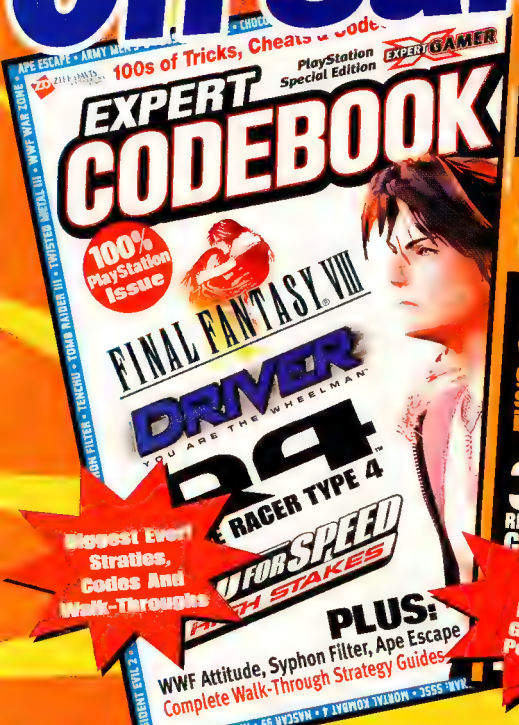


Tamagotchi? Forget about it—that fad was over and done with quicker than you can say Furby. But the genre of virtual pet games is still around in many forms, including (if you can count it as part of the genre) Pokémon. But Vivarium's Seaman is different, and creator Yutaka Saito is credited with producing what can be considered the Dreamcast's killer app in Japan. Saito, who also created the game Yoot's Tower on the PC (later released by Sega's PC label in the U.S.), originally developed Seaman on the PC but was persuaded by Sega to develop it for Dreamcast.

The use of voice recognition brings players closer to this on-screen pet, whose face is a mirror-image of Saito's (who is also a friend of Shigeru Miyamoto, who's still working on his own virtual-pet creation, Cabbage). The game successfully brought casual gamers into the Dreamcast fold in Japan, and there's a good chance of that happening in the U.S. too. In fact, we're betting that the game's U.S. release will make news in the mainstream press.

Thankfully, Sega is planning to really get behind the project and is adamant that it won't be changing the name of the product. They are, however, admitting to having some problems coming up with an advertising slogan that doesn't sound rude.

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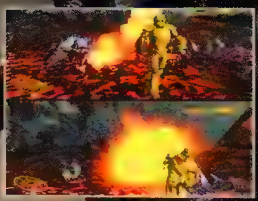
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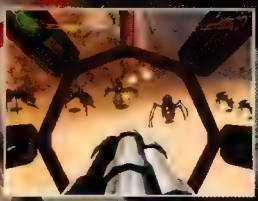
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*You decide.
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Acclaim
www.armorines.net

Power Tools

Peripheral Reviews

Rally Wheel

Company	System	Price
Agetec	DC	$49.99

This wheel feels really nice, and performs well in most racing games, but it moves around a bit much. This makes extreme steering situations tedious. Instead of suction cup, the Rally Wheel has rubber discs for gripping to flat surfaces. Maybe this works on some surfaces but it didn't work on ours. Still, it's a quality product and should be considered.

www.agetec.com



pulling off circular motions takes some getting used to.



Arcade Stick

Company	System	Price
Agetec	DC	$49.99

With the holiday season here, you may be considering the Arcade Stick. After all, it's perfect for Soul Calibur, and other more old school fighters that are making their way to the Dreamcast. Simply put, the stick rocks. It looks good, feels good and will last round after round. If you don't have one, and play fighting games, you're a silly person.

www.agetec.com



It's supposed to rumble... not buzz constantly!

nice clicky action on this crank

Fission Pad

Company	System	Price
InterAct	DC	$29.99

Sega Bass Fishing is a lot of fun, so that may be partially why the Fission controller was so fun to use. Of course, the rod is made well. We especially liked the clicky action of the reel, and the way it's designed. Problem is, the vibration is more of a buzz than an actual rumble. This gets annoying after awhile. It's above average, but the first-party Sega rod may be a better choice.

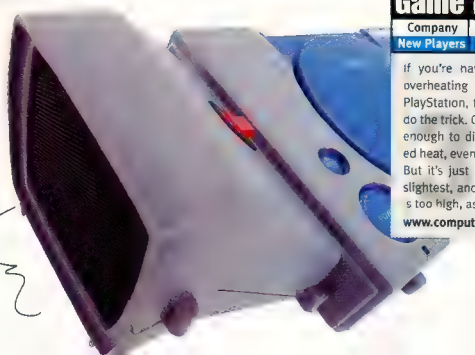
www.interact-acc.com

Game Ice

Company	System	Price
New Players	PS	$39.99

If you're having mucho-serious overheating problems with your PlayStation, this giant fan should do the trick. Certainly it's powerful enough to dissipate any unwanted heat, even after extended time. But it's just not attractive in the slightest, and it's bulky. The price is too high, as well.

www.computersplusnyc.com



would you want this thing sticking off of your Playstation?

sure does have a nice look.



the rubbery handle rocks.

Virtual Gun

Company	System	Price
Pelican	PS	$29.95

This Guncon-compatible light gun looks good, and more importantly feels good. We like the extra button opposite the trigger for reloading, the rubberized handle grips and the extra-long cord (perfect for actually aiming at targets from a distance instead of sitting right next to the TV). Some of the buttons feel cheap, and the rumble is more of a buzz, but overall it's well above-average.

www.pelicanacc.com

more rubbery bits--we love 'em.

the compact design is sweet.

GT2 Wheel

Company	System	Price
Pelican	PS	$29.95

Don't let its small and compact size fool you, we took to the streets with the GT2 Wheel and felt in control the whole time. The GT2 is built to sit on the edge of a table, and features four suction cups underneath to lock it down in place. All it requires is that you play your driving games on a table, and that your table is relatively clean. The face of the wheel has a D-Pad and all the buttons you'll ever need, while analog throttle and brakes are handled by two levers placed like gearshifts behind the wheel. If you're a racing fan, this thing is a must-buy.

www.pelicanacc.com



throw a small TV up here.

the CD rack is a nice little bonus.



CD holder included with Game Station

Game Station

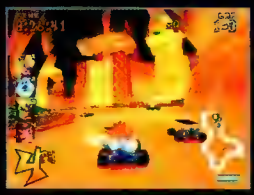
Company	System	Price
SpectraVideo	DC, PS	$29.99

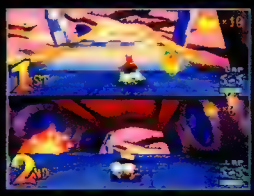
Finding a storage area to tuck your system into is always tricky. Trickier still is making your console gaming area look somewhat clean, hiding all of those wires, controllers and what not. Well, the Game Station should help on both accounts. It features a drawer for your system, complete with spots for controllers and an open back for all of your system's wires. What's more, a small TV can sit up top (we found that an additional system sat nicely up there though). Be aware: It's quite sturdy but the drawer sticks sometimes, and the controller holders seem loose.

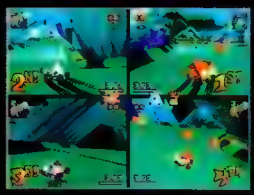
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www.playstation.com

Once he gets behind the wheel, things get ugly.

Review Crew

Crispin Boyer



All right. It is now the year 2000 and Crispin is officially ticked off. Where are the hover cars from *Back to the Future*? Why haven't we built moonbases like in *2001: A Space Odyssey*? When are those mutants from *The Road Warrior* gonna swipe our gas? Oh, wait, maybe PlayStation2 will make all that possible.

Current Favorites
Medal of Honor, Worms

Favorite Genres
Action, Adventure

Che Chou



This month, Che got niceboy parts for his Integra in preparation for a winter of GT2. Che was knocked off the #1 spot on the Soul Calibur ladder and now sits unhappily at #3. He'll win it all back, very soon. Food for thought: What is man but a miserable pile of secrets?

Current Favorites
Sega Rally 2, Soul Calibur, Galerians, SRW 64, NGPC

Favorite Genres
Fighting, Racing, RPG

John Davison



As the holiday season approaches John is looking forward to jetting back to England, where he will forget which side of the road to drive on, enjoy a mere five channels of TV and relearn how to spell things correctly. Let's hope he makes it through New Year's.

Current Favorites
Sega Rally 2, Medal of Honor, MTV Music Gen.

Favorite Genres
Action, Racing

Dean Hager



It's round-ball time again and Dean is bombarded with the current batch of basketball entries. Floods of laughter could be heard from his cube. The reason? NBA 2K's Create-a-player mode. Some of the players he assembled are downright disturbing.

Current Favorites
V-Rally 2, NBA Live 2000, NBA 2K

Favorite Genres
Sports, Racing

Dan Hsu "Shoe"



Did Shoe ever tell you how much he loves Soul Calibur? He's currently up $80 from challenging officemates to dollar games. He's also currently #2 on the rankings (among *EGM*, *XG* and *OPM* players). Not bad Shoe, but how about using that time for something more constructive, like say...work?

Current Favorites
Worms Armageddon, Soul Calibur, Intellivision Classics

Favorite Genres
Strategy, Puzzle

Chris Johnston



Chris could be seen this month fighting crowds to get into the Pokémon movie opening weekend—even though he's seen it in Japanese. Now only if there were more good animated films like the underrated *The Iron Giant* and any of Studio Ghibli's work (*Princess Mononoke*).

Current Favorites
Q-bert, Rocket, Chrono Trigger, Toy Story 2

Favorite Genres
Adventure, Puzzle

Shiny New Review Crew Member

(still) coming soon!

Who Will it Be? Our search for the last RC member is nearly over. But who will it be? The 'real' Elephant Sak? The return of Sushi-X? Find out soon. Really. We promise. We're not kidding this time. You'll see.



Shawn Smith



Shawn has Worms on the brain. Now that the PlayStation version of Armageddon is here, he can't stop playing the blasted thing—if not physically, then mentally. Please don't ask us to explain. Shawn's favorite weapon is the missile. It's the long-distance stab in the back.

Current Favorites
Worms Armageddon, Arcade Party Pack, GTA2

Favorite Genres
Action, Adventure

Team EGM

It was hoops-mania for Team EGM this month. NBA 2K was the center of attention for its jaw-dropping beauty and fluid gameplay. Ricciardi and Leahy couldn't get enough two-player action on the new title. Of course when it came to multiplayer matches Ricciardi refused to take any team but his beloved Knicks. It didn't take long for the NBA Live 2000 vs. NBA 2K argument to erupt. The boys will let their reviews speak for themselves on that matter. Konami's basketball games as well as 989 Sports' NCAA Final Four 2000 made the cut this month. What happened to EA's March Madness 2000? It's not quite done, look for it next month along with 989's NBA Shootout 2000.

Dan Leahy



Current Favorites
FIFA 2000, NBA 2K, Medal of Honor, NBA Live 2000

With football season winding down, Leahy's been takin' it to the rim in various hoop sims. Ricciardi's thinking about winning a "cyber-title" for his Knicks, but early indications are that they might have a tough time with the Cavs. Why, you ask? Because they're Leahy's team, and they always win.

John Ricciardi



Current Favorites
NBA Live 2000, NBA 2K, Resident Evil 3, Final Fantasy VIII

Once again, Ricciardi's Yankees dominated in the playoffs and took home the World Series trophy. Now that baseball's out of the way, he's turned his attention to the NBA, in hopes of seeing the Knicks finally win a championship. Can they do it? If not, he'll do it himself with Live 2000 or NBA 2K.

Todd Zuniga



Current Favorites
NBA 2K, NHL 2000, NBA Live 2000, Donkey Kong 64

Todd is completely sold on NBA 2K. He says the graphics are so good it makes PlayStation games look like dirt. Well, maybe he didn't say that exactly but he's darned excited about the Dreamcast just the same. He can't wait for some hockey titles to come out for the system.

This Month...

This month Reviews turned out to be a bigger beast than we anticipated. Again we clocked in at over 40 games with a handful of real winners. Game Of The Month goes to Worms Armageddon on the PlayStation. Honorable mention goes out to a couple of DC games including Sega Rally 2 and NBA 2K. On the PlayStation side, there's EA's respectable NBA Live 2000 and the virtual Saving Private Ryan look-alike Medal of Honor. Unfortunately, not everything went through our offices unscathed. We were unmoved by Dreamcast's first RPG offering, while the crew busted out the proverbial ugly stick with the long-awaited Slave Zero. Last but not least, there was the underwhelming (and much delayed) 007 game, Tomorrow Never Dies. Syphon Filter, this was not. As we approach the end of the year, decade and millennium, you can expect sequels reviewed: Gran Turismo 2 (yes!), an early bird review of Chocobo's Dungeon 2, Fighting Force 2, etc. Oh, and some obscure little game called Tomb Raider 4. See you in 30 days!

Our Philosophy

10 9 8 7 6 **5** 4 3 2 1 **0**

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards

Platinum Awards go to games that get four 10's, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**



Publisher: Hasbro Interactive
Developer: Leaping Lizard
Featured In: *EGM* #124
Players: 1-2
Supports: N/A
Best Feature: Graphics look really good
Worst Feature: Gameplay still sucks
Web Site: www.hasbrointeractive.com/atari

The Dreamcast version improves upon the PlayStation version so much that it's like comparing a final game to an alpha. Centipede *looks* a hundred times better on the DC. Everything's better looking—transparent water, textures that look good, powerups that can be distinguished easily from enemies...and what a difference that makes! While the PS translation of the classic Centipede that's included with the game was slow, clunky and hardly arcade-perfect, this one is exact (and a lot of fun to play). That said, the updated Centipede (called "Adventure") leaves a lot to be desired. **There's so much going on in any one level it's changed the blast-anything-that-moves gameplay of the original.** Between saving Wee People, saving their settlements and worrying about what enemies other than the Centipedes are around you—it's easy to get lost. While in the original Centipede you only faced forward and were limited in how far up the screen you can move, in this you can go just about anywhere and have 360 degrees of movement. That alone changes the game from Centipede to Doom. Don't get me wrong, I like it when companies update retro games. But what I don't like is when they update it and lose the tone and feel of what made the original so much fun. Hasbro, take note.

Chris

Maybe it wasn't such a good thing Hasbro packed the original arcade Centipede on this disc, because it just goes to show what's wrong with the supposedly "new-and-improved" version. The go-anywhere gameplay saps much of the pulse-pounding tension of the original. And although Centipede looks better than the PlayStation incarnation, is still gets choppy at times. Even though enemies get mighty quick, **Centipede couldn't hold my interest.**

Crispin

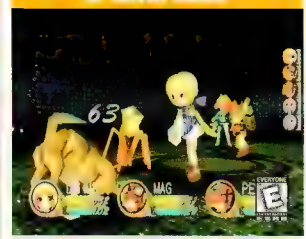
In my Centipede for PS review, I asked if it really needed to be in 3D, and three months later, I pose the same question. I don't mind if developers want to improve upon a given formula, but it wasn't like all the good gaming ideas were exhausted by 1986! The updated Centipede lacks the genius of the original and is **diluted with generic gaming clichés of 1999.** Like its sibling on the PS, the only redeeming feature here is the original Centipede game.

Che

Here's a thought, **perhaps Centipede doesn't lend itself to an update**? Yeah, it was fun as a simple arcade game 10 years ago, but this weak-premise, 3D adventure/shooter just doesn't go anywhere. Granted it looks better than the PS version–for whatever that's worth. Sorry to say, but in this day and age of hardcore first-person shooters, Centipede is just too cute for most. The Classic option is cool though, but not enough to buy the game.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
6	5	4	3



Publisher: Ubi Soft
Developer: Sting
Featured In: *EGM* #124
Players: 1
Supports: Jump Pack
Best Feature: Nice graphics, decent combat engine
Worst Feature: Little story, randomized dungeons
Web Site: www.ubisoft.com

There are certain RPGs out there that openly forego the necessity of story and plot to deliver a combat-heavy dungeon crawl. Look no further than Enix's Torneco series, or Square's Chocobo RPGs as recent storyless megahits. Dreamcast's first U.S. RPG falls into a similar category, except it lacks the franchise recognition of the aforementioned. But that's basically the sort of context you'll need before you go playing something like Evolution. It might look nice, but it wasn't meant to out-epic Final Fantasy or Dragon Quest. As a dungeon RPG though, Evolution is plenty fun. The combat system in Evolution is slightly similar to Grandia's, albeit not as deep or flexible. For instance, the character development system for magic directly apes that of Grandia's. It's nice, but it's not as well-developed or blown out. During combat, each character can "move" between several different ranks on the grid. This adds a bit of positional strategy, but nothing that turned the tide of victory. I wanted to give the randomized dungeons in the game a chance, but in the end, they were just too bland and populated by some of the tamest bosses I've ever faced. Unfortunately, 16 hours was all it took to finish this game, and I took my sweet time with this one. As it is, **Evolution is a perfect game for first-time RPG virgins.**

Che

You know when you really, really want some games to be good? Evolution is something that made me feel like that. Imagine the immense disappointment after a few hours of playing time when I realized it wasn't anything special at all. **You can finish the whole thing in around 16 hours,** it's repetitive and the lack of a coherent, involved story makes it difficult to feel inclined to stick with it. I like the combat system, but ultimately the whole thing left me cold.

John

The RPG genre could not have gotten a less memorable start on stateside Dreamcasts. Evolution is adequate from a combat and graphical standpoint, but **just about everything else is bland**—especially the dungeons. You don't really find a dungeon that's interesting to look at and explore until the very end (probably because the final dungeon is not randomly generated). But the game does look nice, especially some of the spells.

Crispin

Randomized dungeons don't really work in an RPG of this sort. I like a random dungeon when it's an Action RPG like Chocobo's Mysterious Dungeon or Torneco, but when playing Evolution, I didn't come away feeling as fulfilled as a dungeon from an RPG that's got fixed maps. As the first RPG on Dreamcast it's not bad, but **those looking for Final Fantasy won't find it here.** It's a light RPG that won't take long to finish, but I need a more involved quest.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
6	7	6	4

NBA 2K



Even though NBA 2K has a flaw or two, it's still a great first-generation basketball title. Once the bugs are worked out, it'll be outstanding.



Publisher: Sega
Developer: Visual Concepts
Featured in: *EGM* #121
Players: 1-4
Supports: Jump Pack
Best Feature: Rebounding
Worst Feature: Defense
Web Site: www.sega.com

Visual Concepts, already entrenched as one of the hottest sports developers on the DC thanks to NFL 2K, could be poised for a banner year. NBA 2K is not quite on par with VC's stellar football title, but it's pretty damn fun and continues to give hope to sports gamers who thirst for more than the PlayStation or N64 have to offer. Once again, VC has raised the bar for visuals, as NBA 2K looks better than any other hardwood game: cool facial reactions (which can be seen in high-res beauty), fully animated crowds, coaches who look exactly like their real-life counterpart. For the final proof, zoom in on the players in Replay Mode, you can see the holes in their mesh uniforms, tattoos and even facial blemishes...the list goes on and on. Player introductions are done with the complementary arena effects (fireworks, dimming lights, laser show, etc.), giving the





It's obvious NBA 2K is the best-looking basketball game on the market. That fact alone will sell it for a lot of gamers.

game an authentic NBA atmosphere. They even have the Bulls' world-famous laser pregame show complete with Benny The Bull. Gameplay is equally immersive (not to mention darned impressive), save for some really annoying glitches (see reviews). Defensive stalwarts will want to look elsewhere for satisfaction, however, as this game is offense-heavy. Beat your man off the dribble (a relatively easy feat with turbo and special moves) and it's all for the taking...an easy three, a thundering dunk, you name it. Once you get the hang of defense, it does get a little better, but the steal button could have been ramped up a bit, and a hand-check or bump button would have been a nice addition. Other shortcomings include a list of options which is far too brief. There is no General Manager Mode, little game customization (like referee strictness, etc.), and plenty of other goodies which could have added to the package. But hey, it's got the one element all games should possess – fun.

Visual Concepts has done it again. Following up on the success of NFL 2K comes NBA 2K, a 5-on-5 hoops fest which features crisp visuals and smooth gameplay. Granted, it doesn't have the overall graphic impact that its NFL cousin did, but it is NICE, very nice. **Players are modeled accurately down to the laces on their shoes.** Spree's corn rows? They're in there. Shaq's tatoo? Right there. On the gameplay side there are some problems. First off, there is some poor AI concerning defensive assignments. Also, after every made basket, one of the team's big men will come back to help take the ball out. It doesn't matter if he's hanging around half court, the computer will run his slow ass back so he can take it out. Never mind that big men are usually first down the floor, leaving the guards and forwards to bring the ball up. It's ridiculous. Also, the innovative new free throw meter blows. You have to "massage" the trigger buttons into a halfway position before shooting. Something more basic, which makes it harder or easier based on the player's true tendencies, would have sufficed. Finally, the one-player mode is pretty boring, but that's common among the console hoops sims. **NBA 2K is great multiplayer fun, featuring high-octane offense and fantastic trash-talking opportunities.** Just ask Ricciardi...

Dan L

As the DC's first "real" b-ball game, I think **it's pretty safe to say that NBA 2K is a must-own.** If you're an everyday fan of the sport, you'll be more than happy with the game's awesome visuals and solid gameplay. If you're more of a hardcore hoops fan, you might be turned off by some of NBA's annoying little quirks (such as centers who insist on inbounding no matter where they are, or the totally lame free-throw system), but overall it still delivers.

John R

OK, the graphics are great but NBA 2K also has fluid gameplay and a lot of good, useable special moves as well. But wait, where are the clean-in jumpers? And why are steals so hard to pull off? Also, the two-player AI defense is kind of weak. **Even with these problems NBA 2K is still a great game for the DC** but for old-school b ball fans (like myself), EA's Live 2000 is still king. That won't stop me from playing the heck out of this one however.

Dean

I've been patiently waiting for a basketball game to wow me since Double Dribble, and it has finally happened. NBA 2K is astounding graphically, the sounds are impeccable and I felt like I was playing in the NBA. The only negatives are a lack of franchise mode (though the fantasy draft softens that blow) and the fact that the center almost always inbounds the ball. While NFL 2K did some solid things for football, **NBA 2K succeeds on all levels for hoops.**

Todd

VISUALS	SOUND	INGENUITY	REPLAY

Psychic Force 2012



Publisher:	Taito
Developer:	Taito
Featured In:	*EGM* #126
Players:	1-2
Supports:	Jump Pack
Best Feature:	Innovative gameplay
Worst Feature:	Frustrating AI
Web Site:	www.acclaim.com

Like the first Psychic Force on the PlayStation a couple years back, this is one fighting game you'll either love or hate. For fighting classicists, the Psychic Force system will definitely take some getting used to. Since you're flying around in an enclosed arena, all that really matters is judging distances and timing dashes. In this respect, Psychic Force 2012 feels a lot like other arena fighters (Power Stone, Virtua On). You'll rely on distance attacks quite a bit, but real offense is dashing in to perform devastating combos and juggles off the invisible wall...reminded me a lot of Fighting Vipers. Like any fighting game with ring outs, you're constantly being reminded of your proximity to the edge. Getting near a wall means opening yourself up for chain combos, but unlike the original PF, you won't take damage every time you hit the barrier. There's a nice variety of combos to perform, and you're encouraged to mix in special attacks; at the advance level, you'll find yourself looking for openings to dish out combos with machine-like precision. **There's a lot of depth to appreciate, and I found myself getting more and more creative with my techniques**. Still, I don't see a huge audience for the "projectile fighter" (how well did Evil Zone sell, anyway?) here in the U.S. If you're a fan of anime, buy it for the excellent localization and subtitles. **Che**

If you're still deep in the throes of Soul Calibur ecstasy, you're probably gun-shy about buying another Dreamcast fighter. But give Psychic Force a try. Sure, it looks crude and lacks options, but the gameplay here is fresh enough to hook you. It might take you a while to figure out the right balance of projectile and hand-to hand attacks. That's what I like about this game—**it's different**. The simple control scheme means it plays fine with the joypad, too. **Crispin**

I didn't like the first PF that much, and prettier DC graphics haven't done much to change my mind. It's not a terribly deep fighter, though it does involve a lot of mind games (trying to guess your opponent's next move, fake rushes, etc.). A few things annoy me, like how easy it is to throw someone after blocking his or her punch/kick combos and those damn overly reliable one-button projectile attacks. Two-player play is OK, but not great. **Shoe**

The only difference between this game and the original Psychic Force for the PlayStation are the graphics and a few of the characters. Almost everything else is the same. For casual players, the gameplay is about on the level of Toshinden as far as how much skill is involved. There's some amount of strategy but you'll have to delve. And since most of the attacks are projectiles it lends itself to a lot of hands-off combat. **I wish it had something new to offer.** **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	7

Sega Rally 2



Publisher:	Sega
Developer:	Sega
Featured In:	*EGM* #117
Players:	1-2
Supports:	Jump Pack
Best Feature:	Better than the arcade game
Worst Feature:	Only two-player multiplay
Web Site:	www.sega.com

You'll no doubt read elsewhere that Rally 2 suffers because it doesn't hold a constant 30 fps, and that this is terribly disappointing. You know what though? Who cares? It's still by far the best-looking and most natural-feeling rally game around...and it's without any shadow of a doubt the best racing game you'll see on the Dreamcast for a while. It looks as good, if not better than the arcade game—and has more cars and tracks too. Those of you who have played the import version before will be pleased to hear that there *are* changes in the U.S. release...and unusually some of these are very Euro-centric as they're just more recently released cars. Aside from this, all is present and correct. Most importantly the 'feel' of the game is still exactly right, and the sense of competition it inspires is topnotch. You actually feel like you're chasing after the other drivers, and as you work your way through the 10-year championship mode, **you find yourself on the edge of your seat desperately trying to get into first place.** You'll even find yourself taking notes to help you set your car up each time too...you really need to get the gearing and suspension settings 'just right' if you're going to win. It's a shame that the multiplayer experience only offers you a two-player game...this would be so great with four of you battling it out. **John**

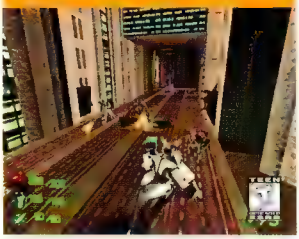
The import version of Sega Rally 2 is still one of my favorite console racers of all time. Aside from the finicky drop in frame-rate from 60 to 30, the game is beautiful in just about every other respect. I don't quite understand the reason behind the changes in the U.S. version (with the frame-rate codes), but the new cars are a blast to use. With Sega GT still in development, **Rally 2 is the best racer you can get for your Dreamcast**. **Che**

Once you get the hang of it you'll truly appreciate this racer. The presentation is awesome, everything from the reflections on the back windows to the graphic detail on the tracks. Car selection is bountiful and full of adjustment options. **This is the kind of racing game that'll draw you in for hours at a time.** Even so I wish the frame-rate was a touch faster, especially around the corners. Without a doubt this is the best racing sim for the DC. **Dean**

It's been a long time in coming, but finally Sega Rally 2 arrives on the U.S. Dreamcast. It looks a bit more polished than the Japanese version—and wow, is it one damn fine-looking game. Sure, there's no online play, but the game holds up fine without it, especially since other enhancements were made to the game. Easily **the top of the heap as far as Dreamcast racing games go.** If you have a DC and don't have this game, you're missing out. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	9	9

Slave Zero



Publisher:	Infogrames
Developer:	Infogrames North America
Featured In:	*EGM* #123
Players:	1-4
Supports:	Jump Pack
Best Feature:	Mechanized robot combat
Worst Feature:	Frame-rate takes frequent dumps
Web Site:	www.infogrames.com

Slave Zero is an incredibly cool concept. Mechanized combat, a futuristic city swarming with enemies, you're civilization's only hope. But underneath that concept is a standard shoot-'em-up with not much "wow" after the first level. Still, there are a lot of little touches, like the ability to pick up cars and throw them and destroy buildings or structures to reveal power-ups. As a PC port, Slave Zero looks really good, but **it's like they didn't do any optimizing when the game was ported to Dreamcast.** In heated battles with multiple enemies, the frame-rate drops to 10-15 frames per second. It's so choppy that you can't even tell who you're shooting at or aim. This is the game's fatal flaw. Control-wise, Slave Zero uses the all-too familiar Turok control scheme. It may take awhile to learn if first person shooters aren't your bag, but it's very intuitive. It takes awhile getting used to using both the digital and analog pads for full control over your mech. I gotta say that I prefer the third-person shooter like this and Jet Force Gemini to the been-there done-that first-person views of Quake and Duke. It does get a little repetitive, and there isn't much else to do but shoot, run, shoot, and run some more. A faster frame-rate, and more storytelling would've been nice, but as it stands, this is a decent shoot-'em-up. **Chris**

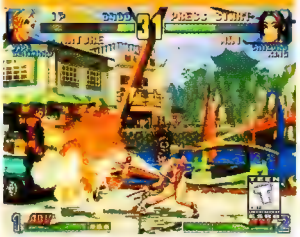
Slave Zero is hugely disappointing. After waiting at least a year for the PC version, I couldn't wait to get my hands on the DC review copy. Imagine the horror I faced when I finally witnessed the mercury framerates that plague Slave Zero. Never mind the mediocre story, the unappealing character and mech designs and flaccid deathmatch options; with framerates this bad, nothing matters anymore because you simply can't play the game. **Che**

Slave Zero won't blow you away, but **for a simple mech shooter it's tolerable**. They could've done a lot more with the environments however. The futuristic city theme is fine but there's not enough stuff to mess with. It's just a lot of free-roaming, searching for the next objective. A more diverse selection of enemies would've been nice as well. Two-player is entertaining but four player bogs down to extremely low frame-rates. Overall a so so game. **Dean**

Cool idea, crappy game. How many times do we get that these days? Slave Zero is yet another one of those games that I would dearly love it to have been cool but it's let down by sloppy design, tired concepts and **a seriously piss-poor graphics engine that slows down so much it renders the game unplayable.** The multiplayer mode is a joke, and if you try it with four players, the frame-rate drops so low you can hardly see what's going on. **John D**

VISUALS	SOUND	INGENUITY	REPLAY
3	3	5	5

The King of Fighters 99: [illegible]



Publisher: SNK
Developer: SNK
Featured In: *EGM* #122
Players: 1-2
Supports: NGPC link
Best Feature: Gameplay, load times
Worst Feature: CD music that needs to reload
Web Site: www.snkusa.com

It was like KOF 94 was the dawning of a new age for SNK, after having ripped off Capcom year after year. Since then, SNK's been busy porting their flagship fighting game to other consoles with dubious results. In a strange bout of deja vu, I got the same feeling after playing KOF DM99. **SNK finally got it right with the Dreamcast version.** Even if this is just KOF 98, there's not much here to complain about—unless you're a real stickler about the series. The backgrounds are now a mixture of 3D objects and 2D backgrounds, and depending on what you prefer, this can be good or bad. Overall though, the graphics look brighter and more vibrant. Unfortunately, the higher resolution of the Dreamcast has also made the sprites in KOF look a little dated by today's standards. Another complaint is that unlike the cartridge soundtrack, the music is now redbooked off the GD-ROM so that it has to reset in between rounds. Most importantly, KOF DM99 competently lives up to its KOF 98 counterpart in the gameplay area. The Neo•Geo Pocket Color support was also a surprising highlight for me. Your R-2 characters can actually learn new moves by downloading data from your Dreamcast VMU. If you're a fan of the KOF series, DM99 is a must-buy. Besides, what other fighter is actually more stylish than the cats in KOF?

Che

This series is starting to show its age. Although it still has that nostalgic old-school feel, KoF DM 1999 really should look a lot better (at least a Street Fighter III level of graphical quality). But even though the sprites are small and the frames of animation are too few, this game should tide over fans of traditional 2D fighters until SFA3 comes out. DM 1999 has tons of characters and that old-style gameplay that requires skill, not memorization, to master.

Shoe

What we have here is an old-school 2D fighter for old-school fighting fans. As you'd expect, control is spot-on and you get an enormous collection of characters to choose from. But then we're talking SNK characters—who don't have quite the cachet of Capcom's stars—so **you gotta be ultra-hardcore to get excited about this thing**. The gameplay is just what you'd expect; the same Street Fighter-inspired moves work for each fighter.

Crispin

If you're not a hardcore fighting game fan, you're probably best steering clear of KOF. While it's a more than competent port of a more than competent game, the underlying fighting engine is really starting to show its age, and to be honest **it doesn't look like a Dreamcast game.** The controls are solid (even if the moves list is predictable) and the character design is fine, but this will always be a 'niche' franchise, and it's not for everyone.

John D

VISUALS	SOUND	INGENUITY	REPLAY
6	5	5	7

WWF Attitude



Publisher: Acclaim
Developer: Acclaim Studios- Austin
Featured In: *EGM* #125
Players: 1-4
Supports: N/A
Best Feature: Unlimited customization
Worst Feature: Shoddy collision detection
Web Site: www.acclaim.net

I've got good news and bad news about WWF Attitude. Bad news first: Other than a slight facelift to the visuals, **this thing is little changed from the PlayStation and N64 versions**—meaning it suffers all the same annoying little problems. Gameplay's sluggish (although a teeny bit faster). Wrestler animation—aside from the incredible ring entrances—is stiff. Collision detection's shoddy. Watching seemingly whiffed attacks bang opponents across the ring kinda sucks realism out of this already hokey sport, you know? But now the good news: Other than a slight facelift to the visuals, this thing is little changed from the PlayStation and N64 versions—meaning it packs more play modes and options than you could ever want and nearly unlimited customization. From the awesome create-a-player feature to the ring setups to the Pay-Per-View mode, this game almost overloads you with stuff to tinker with. And as if its multitude of play modes, multiplayer thrills and customizable options weren't enough to keep you busy, Attitude packs 40 wrestlers to master. Yet the fighting engine is still simple enough that you can whip this game out at a party and play with newbies. But then you knew all this if you own the PS or N64 game. There's no need to buy Attitude again. The slightly improved visuals ain't worth it.

Crispin

I found myself messing around with the create-a-wrestler mode in this version of Attitude moreso than I did with the PS and N64 versions. Sure, I enjoy customizable stuff, but I spent a considerable amount of time with the editing stuff in this version because there isn't much else new. And this is all right in most respects. Sure, there's still some sluggishness but the spectacular graphics make up for it. **Buy it if you don't already own another version.**

Shawn

What can I say that hasn't been said before? Attitude has the nicest-looking character models around. Acclaim's Create-A-Wrestler is the best in the biz. The collision detection stinks. The engine isn't as easy to jump into as the THQ N64 games... These comments and criticisms apply to every incarnation of Attitude, including this one (but of course, this bad boy looks the sharpest). **If you haven't gotten Attitude yet, make sure you pick up the DC version.**

Shoe

Same game, different system—that's what it boils down to. Some might think that's cheap, to me it's not a problem just as long as people know it's unchanged. They could've at least worked on the presentation, the venues look small and the crowds are flat and nondescript. **On the brighter side, it's faster** and more responsive (unlike the PS and N64 versions). Pass on this DC Attitude unless you don't have it on another system already.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	6

Earthworm Jim 3D



Publisher: Rockstar
Developer: Vis Interactive
Featured In: *EGM* #113
Players: 1
Supports: N/A
Best Feature: Cow humor!
Worst Feature: Bad camera, monotonous gameplay
Web Site: www.rockstargames.com

Remember how the 16-Bit Earthworm Jim games were insanely difficult and unforgiving? That tradition lives on in EWJ3D. Unfortunately, this game **brings nothing new to the table, on a system which has had its fill of 3D action platformers.** A few things are missing here which could've made this game better. One is checkpoints. Huge levels, no checkpoints—why? The whole game is divided up into rooms. Let's say you get really far into a level and die in a lava pit. Instead of restarting right from that room, you start from the beginning of the level, with no power-ups collected (except Golden Udders). There's no Rumble or Expansion Pak support—very unusual for a new N64 game these days. The graphics are very N64-ish and very plain. Some PlayStation games look better. You can control the camera and it's either always following you (by holding R1) or stationary on one angle. This can lead to battles with enemies where you're surrounded and can't actually see where your enemies are. So it's often just shooting blind and hoping you hit them. There's a wide array of weapons in the game but you can't toggle between them, and sometimes the game picks the weapon you'll use on each level for you. EWJ3D's just not that different or fun, and is too frustrating with no payoff. Rental at most.

Chris

Even though this 3D Earthworm Jim accurately represents the wackiness of all that's Jim, it has the typical problems many other 3D action/adventure games have. First and foremost, there's the camera. Trying to control the view while moving Jim around at the same time is a huge pain in the backside. And **many of the levels have ridiculously tedious areas in them.** So there you have it—the perfect combination of problems. It's funnier than it's fun.

Shawn

Earthworm Jim 3D has some pretty nice level designs and interesting boss fights. A lot of the trademark EJ humor from the 16-Bit games have carried over into 3D nicely as well. But **everything else about the game is soooo average**. Average frame-rate, average gameplay and average fun. And then there's the below-average: the damn camera work (excuse my French, but give the game a run and you'll be swearing like a frustrated editor as well).

Shoe

This is about as weird as they come. OK, so it's ultimately just a 3D platform game...and when I first started playing it, the thought "Oh god, not another one" did cross my mind—but it has the odd way of endearing itself to you. It doesn't really offer anything new or original, it suffers from some truly godawful camera problems and it's really hard, but it can be quite fun. **If nothing else it's further proof that farts are the funniest thing ever.**

John

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	3

Harvest Moon 64



Publisher:	Natsume
Developer:	Victor Interactive Soft.
Featured In:	*EGM* #125
Players:	1
Supports:	None
Best Feature:	Open-ended, non-linear gameplay
Worst Feature:	Monotonous farming chores
Web Site:	www.natsume.com

Even though the N64 has a serious lack of role-playing games, it does get bragging rights to Harvest Moon 64...an as-far-from-normal RPG as one can get. If you're a fan of death and destruct on (killing monsters, big explosions and level 20 Death spells), this harmless game will probably make you puke. But if you think you could have a good time doing nothing but farming and wooing babes, then you HAVE to check out HM64. **This is one lovable cart that is like nothing you've played before**...well, except for Harvest Moon for the SNES and GB (and even fans of those games should check out HM64—there's plenty new here to experience). As hokey as it sounds, farming and dating can be quite fun. Trying to fit everything you need to do in one day (tend to livestock and crops, attend town events, suck up to the purdy girls, etc.) is challenging and amazingly enough, addicting. The best part is, the game is completely open-ended. You can play it any way you want, and you'll never run into old-man "linear gameplay." HM64 can get rather tedious (but tolerably so, if that makes any sense). Your daily chores are a bit repetitive, but most tiresome is having to move animals in when it rains and out when it doesn't. Still, this is a fun and unique experience that definitely is not for everyone. Rent it to see if it's for you

Shoe

Harvest Moon is definitely one of them love-it-or-hate-it kinda games. It's a bit tedious. It's unconventional. It's a farming/dating sim, for cryin' out loud! But its cutesy gameplay is just the sort of thing to attract new types gamers. Kids will love it, sure, but girls will probably dig this, too. **Here's a game you can play with your girlfriend.** Don't let the weird premise scare you. You get mini-games, competitions—lots of stuff to keep you busy

Crispin

Harvest Moon 64 is a "life simulation" in the true sense of the word. You take up residence as a farmer after your Grandpa dies, and you go about daily farming tasks. But there's so many things to do in this game that no two players are going to have the same outcome. I really like the "cute" style of the art and the openness of the entire game. **It's very whimsical, but serious at the same time.** Gamers who are into Monster Rancher should check it out.

Chris

Harvest Moon is one of those twilight titles that will go tragically unnoticed to most RPG fans out there. That's a shame because **HM64 has that rare charm and warmth missing from a lot of games.** There's a lot to like here: the nonlinear farming simulation and scheduling system is challenging (it forces you to make decisions without beating you over the head with a plot), and the dating aspect is just an added bonus. Buy it for your girlfriend.

Che

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	9

Lego Racers



Publisher:	Lego Media
Developer:	High Voltage Software
Featured In:	*EGM* #120
Players:	1-2
Supports:	Rumble Pak
Best Feature:	Slap together your own Lego cars
Worst Feature:	Needs more multiplayer stuff
Web Site:	www.lego.com

Bored of Mario Kart 64? Fed up with Diddy Kong Racing? You could do a lot worse than pick up Lego Racers. It certainly won't take you long to figure this game out. Lego Racers is simple, pure racing fun, with 25 well-designed tracks and tight control. Heck—even the control is pretty simple. Instead of having to hop to pull off a power slide, you just press the power-slide button (R1), or press both it and the brake button for a super-duper slide. There's no limit to vehicle variety, either; build your own cars using pieces from classic Lego kits (new kits open when you win each circuit). The colorful courses pack the expected allotment of shortcuts. Some track obstacles can be downright frustrating (such as flying saucers that zap you backward). And the power-ups are the usual kinda thing—turbos, guided missiles, oil slicks, etc. You can also supercharge each weapon by picking up white Lego pieces. The turbo is really the only power-up that matters, since it becomes a teleporter that warps you miles ahead once you fully charge it. In fact, you'll spend most races tracking down just turbos and ignoring other weapons. But **it's the lack of multiplayer options that really hurts Lego Racers'** replay value. The game only supports two players, and all you and a pal can do is race each other on tracks you've opened.

Crispin

Lego Racers is a good example of a kids' game—a real kids' game. Not one of those crap-games turned kids' game so it won't be considered crap. So would I buy it for my own enjoyment? No. Would I buy it if I had a kid? Yes. It can be quite fun to play—albeit simple. Graphics are bright and colorful, racing is competitive but playful and there are loads of tracks. You can even build your very own racer with whatever parts you choose. Now that's cool stuff.

Shawn

I'm not sure what the Lego folks had in mind with this title. Obviously it's for kids but it's so bland that even they'll get tired of it quickly. **The tracks are short, unimaginative and devoid of good shortcuts.** Power-ups can't be stockpiled so you have to unload constantly. In the end, Lego Racers looks and plays like a cheap Mario Kart clone, only much less entertaining. The only redeemable thing about the game is the Create-a-racer option.

Dean

It's Mario Kart with Legos! The real fun of this game is in building your racer and going head to head against a friend. The tracks have a very cartoony, Lego-ish look that (amazingly) doesn't suffer from the standard "re used" texture look of most N64 games. **It's too bad there aren't more multiplayer options or more customization options for your car and driver** (like creating decals for your car or new shirt designs for your racer

Chris

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	6

NBA Jam 2000



Publisher:	Acclaim Sports
Developer:	Acclaim
Featured In:	*EGM* #123
Players:	1-4
Supports:	Rumble, Memory Pak
Best Feature:	Jam and sim all in one
Worst Feature:	Too easy to get dunkadelic
Web Site:	www.acclaim.com

There's lots of good and bad to NBA Jam 2000, but not much ugly. It's a good-looking game that moves smoothly. One of my favorite parts is announcer Kevin Harlan, who has a no-holds-barred style of commentary, whipping out zingers at every turn. Several different shot animations, some player-specific, are nice to see on fadaway jumpers and three pointers. The free-throw meter is intuitive and challenges the Shaqs of the world. In game stat stics display not only the current game stats for players, but season stats as well. There are some big flaws, though. It's simply too easy to get into the paint. You can spin, you can juke or you can just dribble into position for a great shot. Dunks are way too frequent, and if you get to the hoop you'll often find yourself going airborne to throw it down with authority. It's also too easy to steal the ball when playing defense. A simple double team makes it difficult for the dribbler to hold onto the ball. **When it comes down to it, the best reason to buy this game is because it's actually two games in one.** You can play two-on-two jam-style and when you get bored you can scare up a franchise with draft picks and off-season moves. A bonus points system is implemented for creating players, trading and free-agent signing. A pleasant surprise.

Todd

Uh, if were Shaq I'd be highly annoyed at the way they made me look in Jam Mode-ouch. Overall the two-games-in-one idea doesn't work that well. Both Sim and Jam Mode are mediocre at best. Sim Mode is the better although it doesn't play a whole lot different than last year's game. **Jam Mode fails to get me fired up either, especially since playing NBA Showtime.** As a N64 basketball game, Jam 2000 falls well below Live 2000 in the pecking order.

Dean

This game is so bad it hurts. The Sim Mode is totally weak—the players look and animate like crap, and **the gameplay is completely unbalanced and devoid of any "fun" aspects whatsoever.** The Jam Mode is even worse. NBA Showtime runs circles around this turd. The N64 isn't exactly the sports gamer's dream system, but even still, there are FAR better hoops games than this. I wouldn't take this dud if you offered it to me for free.

John R

It's too bad that some of the best visuals this side of NBA 2K for the Dreamcast get lost in bogged-down gameplay. **This game is slow**, with shot animations taking entirely too long to feel responsive. The overall effect kills any intensity the game might have had. Also, players from both teams tend to get jumbled together when rebounding or driving the lane. I hate not being able to see what's going on. Ignore the screenshots, and wait for Kobe 2...

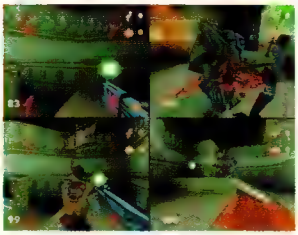
Dan L

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	6

Turok: Rage Wars



Another year, another Turok...another disappointment because it's been rushed out before some of the problems have been ironed out. When will they learn? Looks like never...



Publisher:	Acclaim
Developer:	Acclaim Studios
Featured In:	*EGM* #125
Players:	1-4
Supports:	Rumble Pak, Mem. Pak, Exp. Pak
Best Feature:	Multiplayer fragging!
Worst Feature:	Tedious way of opening up extras
Web Site:	www.acclaim.com

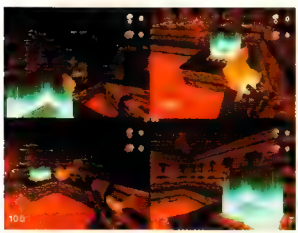
Turok has always been a bit lacking in the multiplayer department, and Rage Wars would seem to be Acclaim's way of making amends for this. By throwing all of the best ideas from various PC based first-person shooters into the mix and stirring it up with the Turok characters, there seems to be some foundation for a quality game.

Unfortunately something seems to have gone a bit wrong along the way. The different play modes, while varied enough to offer some different challenges, aren't what you'd expect from a game targeted as a 'multiplayer' game. Somehow we expected more—and maybe at a push, something new.

All the modes let you play up to four players...but that's the maximum number of characters that can be in any one arena. You can't introduce Bots into the fray to make things even more interesting (only to make the numbers up to four if necessary). As for the modes themselves...they're all pretty standard stuff. The four basic game types that you start with are only supplemented later after you've performed the laborious task of working through the single-player game. Even then, the rewards aren't plentiful. After 30 hours invested, you simply manage to open up all of the characters and weapons—along with two new play modes; a 'Time Trial' mode, and a 'Frag Fest' which is basically a multiplayer variant on the single-player game.



Chase the chicken, kill the chicken, try not to become the chicken. The tag game isn't the most fun of the modes available.



Obviously the game has all the visual polish you'd expect from a Turok game, and with the Expansion Pak in place, the graphics looks very tasty—even if the animation is poor.

Ultimately it has to be said that this is yet another Turok game that feels like it's been rushed for the Christmas season. We should be thankful for the few games that are being released...but wouldn't it be so much better if they were more polished and refined? Rage Wars doesn't meet its potential at all. Shame.

I always thought the premise for Rage Wars was a good idea. Borrow the best ideas from multiplayer games like Quake 3 or Unreal Tournament and throw them into the Turok universe. The only problem is, someone got a bit carried away along the way and made the whole thing unnecessarily unfriendly. The basic multiplayer modes are pretty bog-standard, and if you want to open up the extra modes, you're going to have to sit down and invest a tremendous amount of time in the single-player game (although two of you can play co-op too, which is a nice touch). This wouldn't be so bad if it wasn't so lengthy and tedious. Each character has to go through the same series of simple tasks...and **frankly it's just mind-numbing.** Fortunately the multiplayer stuff is quite cool, even if it is far from inspired. The deathmatch and team-based stuff is pretty much what you'd expect, but my personal favorite is the capture-the-flag game. It's not quite what you'd find in a similar PC game (it's too dummied-down)—but it does get the competitive spirit going. The tag game I could live without, frankly...I hated it in Turok 2, and I still do. If you don't have three friends, you can still enjoy the multiplayer game, as there is some perfectly able Bot AI in the game that presents you with some worthy opponents. **John D**

Rage Wars is a welcome deathmatch experience after that half-frame-per-second mess that was Turok 2's multiplayer game. The decent frame-rate and the arena-style stages are great for four-player games (pass on this one if you're a lone gamer). **But for a deathmatch-specific cart, T:RW should've been a lot more.** Even that crappy old PC game, Rise of the Triad, had more (and better) multiplayer modes. Still, I had a fun time playing this with the guys. **Shoe**

What went wrong here? This was supposed to be the definitive multiplayer shooter on the consoles, but instead **it's just barely adequate.** The multiplayer modes (of which there aren't enough) rely too much on stuff you open in the single-player game—which is painfully repetitive (even when you play with a friend). Still, there's no denying this game delivers plenty of four-player thrills. And with Perfect Dark delayed, what else are you gonna play? **Crispin**

Even though I admire the concept behind Turok: Rage Wars, I don't think it works with this type of game. Playing through the one-player game time after time after time with different characters may work with fighting games, **but doing the same thing in a FPS to open up stuff can get frustrating and boring.** Granted, it's a beautiful-looking game—one of the best on the system—but all in all, I don't think it's worth picking up for multiplayer alone. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	7

Top Gear Hyperbikes



Publisher:	Kemco
Developer:	Snowblind Studios
Featured In:	*EGM* #121
Players:	1-2
Supports:	Rumble Pak
Best Feature:	Nice speed, graphics
Worst Feature:	Not much beyond visuals
Web Site:	www.top-gear.com

Top Gear Hyperbikes is like Beetle Adventure Racing in that it features a fair number of shortcuts and various power-ups, except with a bunch of turbo-charged street and off-road motorcycles instead of bugs. The crucial difference between the two, however, is Beetle Adventure Racing is fun and has long-lasting appeal. **Hyperbikes just doesn't have enough underneath its high-speed surface.** Yeah, TGH is pretty-looking and plenty fast. I also like the trick system on the off-road bike (although it's not very useful in the actual gameplay). But all of this stuff just isn't enough. Most courses are short and uninspired design-wise, and the shortcuts in those courses are ridiculously easy to find and use to your advantage. This makes for boring gameplay...most of the time. Most of the time because it seems the AI bikers are just too darned good on certain courses. Even after running near-perfect laps, hitting the available shortcuts, the best I could place in three laps was fifth (whereas placed first in the previous course). Perhaps the computer opponents could've used a little more balancing. Two-player has a decent frame-rate, but racing the same courses again and again—it gets boring. Now, Hyperbikes isn't a terrible game—it's put together fairly well overal. But for the money, it doesn't provide much.

Shawn

Once again, Kemco beats everyone to the punch with a new racing game sub-genre for the N64. The Top Gear Hyperbikes engine is mighty impressive—fast and smooth...what else does a racer need? Oh yeah, a nice variety of tracks always helps. Hyperbikes has that too, with a generous helping of shortcuts to keep things exciting. **This is a very, very challenging game that has a lot going for it.** It's no Beetle Adv. Racing, but it's fun enough on its own.

Shoe

I've never seen a game where you have to take shortcuts to have any hope of placing in a race. That said, it's easy enough to find shortcuts that you'll never have to stay on the plotted course again. In fact, it's just no fun to stay on the standard course because there's nothing that interesting or inspired there—**all the cool stuff's a shortcut or alternative route.** Graphics are decent enough, but have that very plain, textured, Nintendo 64 look to them.

Chris

Like Top Gear Overdrive, Hyperbikes doesn't get fun until you open up the faster bikes and better tracks—after that it's great. **The key is finding and using shortcuts along with lots and lots of turbos.** It's a blast to keep popping off the boosters as you fly down the twisty roads. For the most part TGH is really fun but there are a few bad things: The motor sound is crap, handling could be tighter and the bikes are not proportional.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	6

V-Rally Edition 99



Publisher:	Infogrames
Developer:	Eden Studios
Featured In:	N/A
Players:	1-2
Supports:	Rumble, Memory Pak
Best Feature:	Fast frame-rate
Worst Feature:	Squishy control
Web Site:	www.infogrames.net

V-Rally Edition 99 is remarkably similar to EA's original V-Rally for the PlayStation. Same developer, different publishers, it's kind of confusing. Anyway, around here we call it V-Rally Lite because the driving gameplay is so dummied-down. **The cars feel squishy and tend to drift all over the road.** It's hard to keep up with the pack when it feels like you're sliding on ice. The frame-rate is smokin' fast but the graphics are bland and lack detail. Multiplayer is OK but doesn't do much to redeem the game. Overall a solid "so-so" for this one.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	4	5

NBA: In The Zone 2000



Publisher:	Konami
Developer:	KCEO
Featured In:	N/A
Players:	1-4
Supports:	Rumble, Memory Pak
Best Feature:	Dunk contest
Worst Feature:	Sloppy frame-rate
Web Site:	www.konami.com

Yet another NBA game is here to saturate the basketball market. **With NBA: In the Zone 2000 you'll find yourself flustered with the control and disappointed by the frame-rate.** The dribbling animations are nice, but they don't seem to deceive the defense. Rebounding is difficult because the players seem sluggish when they're going up for rebounds. The graphics are solid, but overall the game doesn't live up to its competition. If you're going to choose a new basketball game for your N64, EA's NBA Live 2000 is a better, more solid choice.

VISUALS	SOUND	INGENUITY	REPLAY
7	5	5	5

Arcade Party Pak



Publisher:	Midway
Developer:	Digital Eclipse
Featured In:	N/A
Players:	1-3
Supports:	Analog
Best Feature:	Plenty of newer classic games
Worst Feature:	Unlimited continues
Web Site:	www.midway.com

Sure, I enjoy retro collections, but **this is the first collection of games that are really from when I was growing up and going to arcades.** It's packed with some of Midway's newer hits: Toobin', Rampage, Smash TV, 720°, Super Sprint and KLAX. All are absolutely arcade-perfect. One play and the memories flooded back. I'm disappointed that Rampart, which is on the PC version, is not included (it's one of my faves). Analog control is a great addition to some of these (especially Smash TV), except for the analog on 720°—it just doesn't feel right. Unlimited continues means that I've now beaten Smash TV (a goal I was never quite able to achieve as a youngster), but it would be nice if retro collections had some way of earning credits. There's also short behind-the-scenes interviews with each game's creators. If you're going to go that extra mile and include interviews with the creators, why not include things like scans of the game's original advertisements or pictures of what these machines look like would have been a good addition as well. The fact that it's set at a low(er) price makes it an even better value. If you're like me and hung out at arcades in the late '80s/early '90s, this is a great addition to your game catalog. Makes me wonder why they don't make arcade games as varied as this anymore.

Chris

Of all the retro compilations I've seen come through here, this one is definitely near the top of the heap. Not only does this compilation bring back some great memories of mall arcades and having no real money, the featured titles are identical both graphically and gameplay-wise to the arcade versions from long ago. **I can't even choose a favorite from the bunch.** I also like the little history on each of the classics (although the sound quality is poor in the clips).

Shawn

With Smash T.V., Klax and Super Sprint, this may be one of the best cheap cash-ins, er...I mean, compilations, ever. **Each of these titles was a lot of fun then and is still fun now** (except for Rampage, whose popularity I will never understand). The fun quickly dissipates, however, because of the unlimited credits. It's simply not challenging (and defeats the purpose of going for high scores) when you can die and continue as many times as you want

Shoe

Of all the retro compilations right now, Arcade Party Pak is by far the most entertaining. Second-wave arcade games like Smash TV, 720°, or Super Sprint dominated the Golfland I frequented and filled a huge void in my otherwise meaningless life. My only complaint is that **720° just doesn't feel quite the same without that whirly stick controller.** Smash TV feels perfect with the Dual Shock controller. That's worth the price of admission alone!

Che

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	6

Army Men: Air Attack



Publisher: 3DO
Developer: 3DO
Featured In: *EGM* #124
Players: 1-4
Supports: Dual Shock
Best Feature: Strike-like gameplay
Worst Feature: Infuriating difficulty curve
Web Site: www.3DO.com

They must just be releasing Army Men games too close together or something, because frankly I'm sick of Sarge, Captain and Colonel Grimm and all of the faux-WWII bollocks that go along with them. I know 3DO is trying to build a franchise...but the whole Army Men thing just isn't appealing enough. I don't want to relate to a badly voice-acted piece of plastic, thank you. Especially when his obnoxious buddies are taking the piss out of my accent like they do in this game. At its heart Air Attack is a shameless rip-off of the wildly popular and sorely missed EA 'Strike' series...only it's been dummied down and buried beneath the Army Men 'plot'. You fly one of several helicopters on missions that involve shooting stuff, escorting things, blowing things up and saving people. As with the other AM games the scenario takes you between the Army Men world and the 'real' world...and like all of the others it's the 'real' stuff that holds the appea. here. Some of the missions are very cleverly thought out, and particularly liked the interaction between the soldiers and the insects of the real world later on in the game. My big problem with the gameplay though is that **it starts off great and gets real tough, real quick.** The only thing that saved t for me is that the two-player mode is a co-op game...a welcome feature these days. **John**

Think of a game from the Strike series, except with plastic army men and vehicles instead of real military stuff. Missions have you taking out ant hills and escorting a teddy bear down a river, among other things. But does the toy-in-the-real-world theme work well? Not really. **The missions aren't terribly entertaining and the gameplay is nothing new.** The Army Men concept just isn't as fresh as it used to be. I think it's time to try something new. **Shawn**

This is a logical next step for the Army Men series, but the minute I see Army Men Kart, it's time to run for the hills. But seriously—this is, at least for me, **the easiest of the Army Men games to pick up and play** (and, in my opinion, the most fun of the series). Little touches like the bugs that scream "we're free" when you release them, and the ability to pick up items and drop them on your enemies just made this all the more fun to play. **Chris**

I have to agree with John about the similarities between this and EA's Strike series. It's all about the same stuff only with plastic army men and other toy influences. It's kind of weird when a giant toy robot waltzes into a fierce fire-fight. It's like the game tries to mask hardcore violence under an "it's-only-toys" veil. **If you don't mind the schizophrenic nature of Air attack, it's kind of fun.** I especially like blowing up insects.. in the game that is. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	5

Broken Sword II



Publisher: Crave
Developer: Revolution Software
Featured In: N/A
Players: 1
Supports: Mouse, Dual Analog
Best Feature: Story, graphics, voicework
Worst Feature: Replay
Web Site: www.cravegames.com

Generally speaking, I have to be in the right mood to enjoy point-and-click adventures. They're about as linear as a game can get, and they don't give you much in the action and replay departments. Thankfully, I was in the right mood. And besides, **Broken Sword II has a funny and thoroughly entertaining story line.** I wanted to keep going to see what would happen next—that is, if I could figure out the next puzzle. In addition, there's a huge cast of interesting characters to run into, tons of talented voicework, and rich, colorful graphics throughout the game. Of course, the game isn't without a few problems. First, even though the background graphics and character animation is topnotch, some graphics get a bit washed-out, making it difficult to see what's what (and in some cases, making it difficult to solve a puzzle). Most puzzles are easy to sort through, but others are ridiculously obscure (nice in a way, since it exercises your brain, but also very frustrating). Sure, this is the nature of point-and-click adventures to a certain degree, but this doesn't excuse those extra-toughies. You'll probably have to resort to a walk-through at one point or another. And finally, the saving interface is klunky—probably due to the port from the PC to the PlayStation. But as far as PC ports go, Broken Sword II is quite enjoyable. **Shawn**

This is a dying breed of games, which is a crying shame. Some of you remember this from the PC a couple of years ago, and the translation to PS is more than admirable—if a little slow in the ol' disc access dept. **The story line is involving, and more importantly it's actually *interesting*.** The characters' development is topnotch (you actually care what happens to them) and the presentation is very good. It plays even better if you have a mouse. **John**

Nearly everything about Broken Sword II can be described in one word: "lush." Scenery is lavishly detailed and full of stuff to play with. The voice acting (of which you'll hear plenty) is topnotch. And the game's story is **packed with clever twists and loads of funny moments**. I only wish some of the puzzles weren't so obscure. There's nothing worse in these point-and-click games than getting stuck just 'cause you've hit a puzzle that makes no sense. **Crispin**

This game brought back memories of playing King's Quest IV on my old Apple IIGS. If you've got the patience and have played and enjoyed games like Myst or The 7th Guest, you might enjoy it. But **I just couldn't get into it.** Like Shawn said, some of the puzzles are very frustrating or obscure, sometimes leading to peeking at a walk-through to get by. Animation and storywise, it's fine, but pointing-and-clicking isn't enough anymore. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	3

Formula One '99



Publisher: Psygnosis
Developer: Studio 33
Featured In: *EGM* #125
Players: 1-2
Supports: Dual Shock
Best Feature: Car control
Worst Feature: Two-player mode
Web Site: www.psygnosis.com

I've always felt that most F1 games put too much emphasis on aesthetics and not enough on gameplay. Personally I don't care if my car has 30 adjustable points or if all the correct licenses are present. At the same time I know hardcore F1 fans want all that stuff and more. F1 '99 does a fine job of keeping all the details of the '99 F1 season in order while offering driver-friendly vehicles and adequate AI. Psygnosis has made a point of softening its traditionally strict car control to attract more casual racing fans. While not quite as arcade-like as Ubi Soft's Monaco Grand Prix, control is definitely easy to learn and master. Interestingly enough the digital pad works much better than analog. When using analog the cars will occasionally drift to the right side. Digital is straight as an arrow, however. On a negative note, **two-player is really mundane and at times downright unplayable.** It's split-screen, one-on-one with no other cars on the track. Some of the wide-open courses are tolerable while others, like Monaco, are horribly confusing. In the end, despite the mediocre two-player, I really like the game. The gameplay is as fun as Monaco Grand Prix's but unlike that game, you get all the fancy F1-licensed teams and tracks. F1 '97 still tops 'em all but for a really fun and sim-accurate racing game F1 '99 fits the bill. **Dean**

Having never been a fan of Psygnosis' Formula One series after Bizarre Creations left the franchise, I was pleasantly surprised with Formula One '99. I had trouble with the game until Dean advised me to use the D-Pad instead of analog, and the car immediately handled much better. I still prefer the feel of Monaco GP but Formula One '99 has all the names and licenses so it's a give and take. **It's nice to see this franchise back on track once more.** **Che**

The overall look and feel of F1 99 is more 'game' than 'sim', which is unusual for this series. Thankfully though, it captures enough of the spirit of the sport to hold fans' attention. The 1999 season is ably re-created (except for the last few races) so you can pretend you're Eddie Irvine getting screwed by Ferrari if you want to. My only major complaint is the two-player mode which suffers both graphically even if there are only two of you racing. **John**

Past Formula One offerings were truly something, but then things went downhill for a couple of years. Thankfully, **the series is back on track with this year's version.** Controlling your racer is much less strict than in years past (kind of arcade-like, in fact) and the graphics and frame rate are about as good as they can get at this point. Surprisingly, I had better luck using the digital pad to steer than the analog stick. This is one to look into. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7

GTA 2



Publisher:	Rockstar
Developer:	DMA Design
Featured In:	*EGM* #123
Players:	1
Supports:	Dual Shock
Best Feature:	Incredible depth
Worst Feature:	Graphics are pretty rough
Web Site:	www.rockstargames.com

I have a little problem: I've played GTA2 so much, it's actually turning me into a hardened criminal. Or at least it's making me swear like one. No, not because it's a bad game—GTA2 is just really difficult most of the time. If it's not the rival gangs, it's the cops. If it's not the cops, it's the occasional cabbie who runs you down. There are lots of ways to get screwed in GTA2, and each one is maddening. I guess this would be a bad thing with most games, but with GTA2 I just had to come back for more. **It's like an addiction...an incredibly fun addiction.** I *had* to complete that next job for the Zaibatsu, no matter the cost ($30 for the Dual Shock I just destroyed in a fit of rage). And that's what's funny about the game. There's plenty of humor in it (what's funnier than running people over and delivering controlled substances to street-corner dealers?), but there's also a very real side to GTA2. You have jobs to complete (lots and lots of jobs) and rival gangs to wreak havoc upon. When you first start playing, you do all sorts of crazy stuff simply because you can. But once you start getting big jobs for whatever gang you decide to side with, you stop screwing around and get serious. After all, you need the street cred and mad bank to advance in the game. GTA2 will take you a long time to finish, so it's definitely worth the dough. **Shawn**

Fun? Yes. Funny? Sure. **Obscene? Hell yeah.** GTA 2 is all those things, held together by surprisingly catchy gameplay. It's the type of game that lets you explore and do your own thing while still going about your mission objectives. The excellent AI of the original game is even smarter: city residents, cops and gang members exhibit more realistic and complicated behavior patterns. I love your car's radio chatter, but the sound effects can get annoying. **Crispin**

Who would've thought there's so much strategy and technique involved in committing illegal acts and distributing illegal substances. I never played the first GTA, but you really don't need to have played it to jump right into this one. I agree with Shawn that this game is a lot of fun, but is also really frustrating. Graphics aren't anything to go nuts over, but the radio feature is very cool. **If you feel like breaking a few laws, this is your game.** **Chris**

I'm with the school of thought that says the first GTA sold well due to its notoriety, not because it was a great game. Well, with GTA 2, they've capitalized on its pop-cultural appeal (Moving Shadow records... yes!) and upped the dosage of hip urban sponsorships. But **there's definitely enough here to set it apart from its former self.** Like the fact that different gangs will react to you based on your reputation. Check this out if you liked GTA. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
6	9	8	8

MTV Music Generator



Publisher:	Codemasters
Developer:	Jester Interactive
Featured In:	*EGM* #125
Players:	1-4
Supports:	N/A
Best Feature:	You can make music!
Worst Feature:	Fiddly controls with a joypad
Web Site:	www.codemasters.com

As I said in my preview last month, this is probably the coolest thing that will ever be released on the PlayStation, and it's a very different kind of product that deserves to sell very well. Upon first tinkering this comes across as a very basic sample sequencing program. Some of you may have tried the Acid products on the PC (from Sonic Foundry) and this is fundamentally the same thing. You pull loops and samples off the CD, load them into memory and piece together a song by 'painting' these loops into a grid. Although a bit fiddly, and limited by the PlayStation's meager memory capacity, it is actually possible to produce some very decent results. The package comes with a wide variety of different samples—from Drum & Bass to Rock to Trance...but once you delve deeper into the manual (you need to pay attention with this one) you realize that you can manipulate the samples as well as simply lining them up and playing them back. I pieced together a fairly respectable '70s cop show-style theme complete with 'wacka' guitars and funky bass lines in about an hour. Shoe was humming it after I played it to him, so it must have been OK. I've not even touched on the 'Jam' game and video editor here...but they're simply added bonuses. The real fun is making music. **With patience, it's very enjoyable.** **John**

Being a fan of the original Music (released in Europe only), I'm tickled pink to see its sequel make it over to these shores. This game jams. Having always been a DJ wanna-be without the resources to buy real DJ equipment, I found MTV Music Generator a cheap and user-friendly alternative. You can create many a groovy beat on this disc, even if your musical training doesn't go beyond puffing on a recorder. **Give this "game" a look and a listen.** It's cool. **Shoe**

When I first heard about this software I didn't think it was going to be very good. I knew they could do stuff like this on a computer, but thought there was no way to do it on the PS. I was wrong. They not only made this program, they made it fun to use and provided **tons of samples (most of which sound good).** The load times are trying, organizing samples takes some getting used to and there are *some* memory limitations but there's a lot to this title. **Shawn**

I'm not sure what MTV has to do with this sequencer, but Music Generator is a cool little gadget for your PS. If you've used any of the Sonic Foundry apps, then you should feel right at home here. **With the help bubbles, everything is fairly straightforward,** although actually pasting the samples could get a little unwieldy with the standard PS controller. Wanna hear the drum'n bass tune I cooked up with Music Generator? I'll MP3 it and send it on over. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
6	8	9	8

NBA In The Zone 2000



Publisher:	Konami
Developer:	Konami
Featured In:	N/A
Players:	1-8
Supports:	Dual Shock
Best Feature:	Nice animation
Worst Feature:	Sloppy AI
Web Site:	www.konami.com

I feel bad for this game only because Live 2000's dominance hasn't left much room for anyone else. If ITZ 2000 had some kind of interesting gimmick or at least more than a few things it did better than anyone else I could see recommending it. Unfortunately it puts itself in the same gallery as the big boys without the firepower it needs to compete. That's not to say it doesn't have redeemable qualities, it has several. The animation takes account of players stumbling, falling backward and getting knocked sideways. Little things like reach-ins, blocks and passes look good as well. Sadly, the animation isn't the main flaw—the AI takes that prize. While it's not as bad as others I've played recently, it has some serious problems. The computer players are often out of position, leaving gaping holes in the defense. It's quite easy for the opposing team to drive the lane when it's practically vacant. The AI players do some wacky stuff on offense too, like wandering out of bounds or getting tangled with other players. Two-player reflects the same sort of problems only to a larger degree. **Overall the game lacks fluidity and the kind of natural gameplay it needs to succeed.** It's a shame because it's obvious Konami is trying to do some innovative things but it's not quite there yet. Better luck next year. **Dean**

In the Zone 2000 offers little improvement over last year's game, at a time when big changes were necessary in order to keep up with EA's ever-improving Live series. ITZ suffers from outdated graphics, sloppy controls, horrid sounds (is that a basketball or a lead weight?) and an ugly interface. **If you own ITZ 99, this isn't different enough to warrant a purchase.** If you don't, you should just get Live 2000 instead. It's a better game in nearly every aspect. **John R**

This title lags other hoop sims as far as 5-on-5 gameplay goes, but the dunk contest and three-point shootout modes are well-done. The regular game suffers from a lack of atmosphere, some jerky animations and weak AI. Also, there was a real sense of a plodding, slow offense. **Not recommended for hardcore hoop heads.** Time after time I quit at half-time to go back into the dunk contest. Maybe a rental, but really a brick. **Dan L**

I like this version better than the N64 edition but it still leaves a lot to be desired. The frame-rate is clunky as all get-out. **The players look like they're stutter stepping when they run.** Granted, the special move animation looks good, but it doesn't blend well overall. It's funny, the turbo on the N64 game shoots players across the court at hyper speeds while in this version it hardly does anything. NBA ITZ 2000 has way too many holes in it for me. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	5	5

Medal of Honor



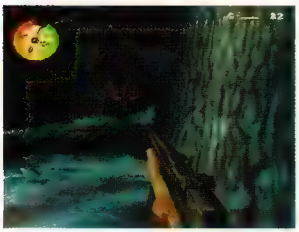
Nazis aren't stupid. When you throw a grenade at one of them, they'll quickly kick it or throw it back. Sometimes they'll even jump on top of one to save fellow troops. It's extra fun when the dogs pick them up.

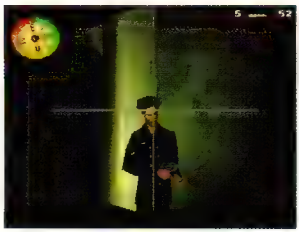


Publisher:	Electronic Arts
Developer:	Dreamworks Interactive
Featured In:	*EGM* #122
Players:	1-2
Supports:	Dual Shock
Best Feature:	Killing Nazis
Worst Feature:	It's too short
Web Site:	www.ea.com

Before 3D blast-a-thons like Quake II and GoldenEye existed there was a game called Wolfenstein 3D. You played an American super-soldier who single-handedly took on the entire Nazi regime, eventually fighting a mech-like Hitler. It was a fantastic game for its time—and in no way accurately represented the goings-on of the second World War. In the same FPS style, except with a bone-chillingly realistic edge, Medal of Honor turns you into Special Operative James Patterson as he goes up against the Nazis toward the end of WWII.

Imagine *Saving Private Ryan*, except you're the spy/espionage specialist who goes over before the onslaught of infantry. You drop in and take out key locations (like munitions depots, giant cannons, chemical weapons plants, etc.) and retrieve important materials in the cloak of darkness. Sounds cool, and it is.





Here, you point out a pimple to a Nazi guard. Then you help him get rid of it by blowing it clean off of his face.

Missions take you to various locations around Europe, on land and at sea. You'll sneak around the countryside in France, make your way around an underground fortress in Germany and even sink a U-boat in the middle of the ocean, among many others. In some cases, you even disguise yourself as a Nazi officer. It's especially creepy when a Nazi soldier strongly asks to see your papers while readying his machine gun. If he recognizes you as a spy, you're German Shepherd meat.

Weapons are real-world stuff. Pistols, machine guns, a sniper rifle, grenades and of course a rocket launcher, among others. The music and especially the sound effects will have you looking around the room in amazement. Rounds whiz right past your head, loudspeakers announce your presence to guards and alarms make you sweat bullets.

All of this truly makes you feel like you're part of the action—like you're walking around deserted city streets, risking your life, fighting the good fight for the Allied Troops.

I've played many different first-person shooters over the years, and few have really left a lasting impression. Medal of Honor is one of those few. Looking beyond the occasional graphical glitch, you have a game filled to the top with cool bits. Whether you're sniping a Nazi officer from afar, or dropping grenades down a hatch to take out a group of evil krauts, **you can't help but feel like a World War II Allied badass.** The missions and objectives make you feel like you're actually in the war. The levels have a very real look about them, as do the objects and characters therein. Then there's the sound effects and music—you have to hear them to believe just how they draw you into the game. In addition to the ambient sound and music and overall motif, missions are broken up with old-time footage of the war, with excellent narration. It's like a little history lesson. Multiplayer is one-on-one unfortunately (four-player would've been incredible), but it's still a blast—especially when you unlock some of the secret multiplayer levels and cheats. As for replayability, you open up all kinds of secret stuff by going back into levels and going for better accuracy, more kills, etc. You get medals for finishing particular missions. Do a fantastic job beating the entire game, and you're awarded the Medal of Honor. This one's a classic.

Shawn

Less like Saving Private Ryan: The Game and more like Castle Wolfenstein 2000, Medal of Honor is a twitch-rich first-person shooter that **emphasizes action over realism**. Nothing about the gameplay is revolutionary. Levels are simple and linear. But in this game, presentation is everything. Sound effects—such as the rumble of artillery or barked German over loudspeakers—are spectacular. And for once you get to battle a real enemy: Nazis. Cool.

Crispin

I like my war games to be historically accurate. Medal of Honor definitely has the ambience to pull it off, but too many quirks will snap you harshly back to reality. I'm being critical here because this game was so close to being the perfect GoldenEye killer on the PlayStation. Unfortunately the multiplayer doesn't quite live up to snuff. **Make sure you're playing this game with the volume turned up LOUD**...it's a totally different experience.

Che

Without a doubt one of the most atmospheric games ever produced, this is classic stuff without any shadow of doubt. The sound effects and music are unbelievable, while the gameplay itself has all the tension and drama of an old war movie. **I was enthralled from the moment I started playing, and soon got to a point where I didn't want it to end.** Oddly, for such a violent game there's no blood whatsoever—just like the old movies.

John D

VISUALS	SOUND	INGENUITY	REPLAY
8	N	7	7

NBA Live 2000



In years past Live was on the easy side (a common gripe about the game). It was just a matter of finding the open holes for the easy jam. Not so this year, the defensive AI has sewn up all the loose ends.

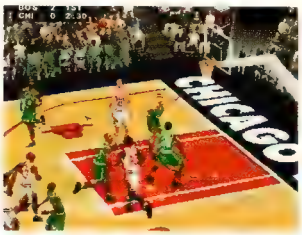


Publisher:	EA Sports
Developer:	NuFX
Featured In:	*EGM* #123
Players:	1-8
Supports:	Dual Shock, Multi-tap
Best Feature:	Great AI
Worst Feature:	The New York Knicks
Web Site:	www.easports.com

It figures now that Michael Jordan has retired for good, EA Sports would obtain the license to put him in what many regard as the finest hoops franchise around. Yes, that's right, old MJ can be found hitting fadeaways and throwing down vicious dunks in this year's NBA Live 2000. Lots of other never-seen-before greats can also be found, or unlocked, by beating them in a game of one-on-one. This creates match-ups people usually only talk about. Dream up the marquee match-ups (Dr. J vs. Jordan, anyone?) or go for the more obscure (John Stockton vs. "Pistol" Pete Maravich). This setting is ideal for trash-talkin'. If you eschew the individual game, but are interested in playing with the legends, there are a number of all-decade teams spanning the '50s, '60s, '70s and so on. Even more incredibly, all of these players are modeled accurately to their real-life counterpart–uniform, hairstyle and all. The old-timers even opt to wear uniforms specific to their era (remember those restricting P.E. gym shorts you wore in school?). This all sounds great, but simulation style basketball remains one of the hardest sports to replicate on a console. Hard-core basketball enthusiasts will tire quickly of not being able to play defense. The computer, on the other hand, seems to have no problem playing in-your-jersey D. The game moves at a brisk pace, and keeping up with your man can be a chore. There are also a ton of gameplay options which fans of the series have come to expect, including Franchise Mode, Draft, Custom Seasons, Arcade Mode and Three-Point Shoot Out. In-game options are deep as well, including the ability to lock a player (you only control that player for the entire game) and set offensive and defensive strategies. Even with all the variables a hoop fanatic could ask for, we didn't feel the gameplay was quite as strong as it could have been.



It may not look as good as Sega's NBA 2K, but for unequaled AI and gameplay, Live 2000 is king of the hill.



Playing NBA Live 2000 is the ultimate bittersweet experience. On the sweet side, it's got all the options, players, game modes and on-the-court moves you could want. On the bitter side, it doesn't have the perfect engine to take advantage of enjoying these elements. A perfect example is in the one-on-one mode. Each player, no matter whether it's Jordan or Shaq, plays essentially the same. Sure some guys are taller, and some a little quicker, but it's really kind of boring. It's the same thing in the game. And the special moves like crossovers, spins, etc., go through a motion-captured animation which often sends you in the opposite direction that you want to go. Still, you can hit the turbo button, beat your guy off the dribble, and soar to outrageous dunks. Nice. The inclusion of classic teams and legendary players adds a lot to the replay value. Finally, pit Shaq against Wilt and see who shows up. It's hard not to like seeing these guys on the court together. Once you get familiar with some of the control glitches, two-player games are really fun. One-on-one mode, including Michael Jordan, is a relatively boring experience thanks to the difficulty of playing defense. Use the special move of choice, hit turbo, dunk and repeat. Oh well, **I give them credit for trying to do a lot, and coming up a bit short.** **Dan L**

Aside of the fact that the frame-rate is a bit weak, and the overall game speed is a bit fast (and cannot be adjusted), I have just about no gripes at all with NBA Live 2000. This is how console basketball should be. Awesome animation (for the PS, anyway—it looks dated next to DC NBA 2K), tight gameplay, smart AI, tons of options and features and a slew of hoops legends (Dr. J, baby!) make this **my favorite b-ball game ever**. EA, *please* port this to DC... **John R**

You gotta love having MJ in the game! Basically Live 2000 is a tweaked-out version of last year's game. Beyond the new all-decade teams, MJ's One-on-One and the huge list of classic players, the "brick-wall" defense is the biggest gameplay change. **Single-player games are tough.** No more can you can't cut to the basket untouched. It's all teamwork now. Those who dogged Live for being too easy should check out this year's defense-ennanced game. **Dean**

NBA Live 2000 is filled with features upon features. I've been made fun of for it, but my favorite part is the one-on-one mode where you play street ball against NBA legends from the last four decades. I dismantled Jordan 11-9 with Iverson. **As far as general gameplay, the frame-rate has improved though you'll still run into occasional choppiness.** Dunks are great fun, special moves are reserved for certain players, and rebounding is much easier. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY

NCAA Final Four 2000



Publisher:	989 Sports
Developer:	989 Sports
Featured In:	*EGM* #122
Players:	1-8
Supports:	Dual Shock
Best Feature:	Bubble watch
Worst Feature:	Ball always hits rim
Web Site:	www.989sports.com

A big thumbs-up to 989 for putting in over 300 college hoops teams, so that those Lehigh fellows can feel like a part of big-time college ball. But a monster thumbs down for using the slow-witted Quinn Buckner as a commentator (although I'd have to say this is some of his better work). Besides that, there are a lot of good features in NCAA Final Four 2000. **The coolest part is the Bubble Watch which allows you to track your team's progress in relation to the NCAA tournament.** The post-season awards are a nice touch, too. They feature first and second team All Americans, National Player of the Year and Conference Player of the Year. There are four gameplay settings, but it seems like the only way the defense stops you on the Senior setting is by prying the ball loose regardless of what moves you put on. Probably my biggest gripe about the game might seem minor, but the ball always hits the rim. You could shoot a prayer full-court and it will clank off the rim. It may add to the excitement, but it deducts from the quality. Another flaw is the lack of special moves. Sure I can spin the ball in the palm of my hand prior to a free throw, but I can't dribble between my legs or throw a vicious spin move at the defense. Overall, this is a solid game and one of my favorite parts is that DePaul University is finally good.

Todd

Help, they sucked all the fun out of this game! It's not quite that bad but the amount of stealing going on is ludicrous. Depending on the difficulty level the computer will a) let you steal the ball at will or b) steal or block your shots (even dunks) constantly. It's very frustrating. **It's much tougher to make a shot in general.** The ball rocks around the ring and jumps out a lot...too much in fact. Play the game on Sophomore level and it's pretty good.

Dean

If you liked Final Four 99, chances are you'll like Final Four 2000. **Similar to last year's game, Final Four isn't too heavy on the sim aspects**, relying more on fast-paced, arcade-style play. If you're a serious college hoops fan, you may want to hold off to see how March Madness 2000 turns out, but if you're just out for a solid, fun-playing college b-ball game, this'll do you fine. Personally, I'm not a huge fan of college ball, so I'd rather just play NBA Live.

John R

This is a decent game of hoops gone awry. The shot meter is great at first, but a little practice ruins the feature. After two games, **I was dropping 50 points on Duke with some small guard from Chump University. You get the idea.** Even with this feature off players from both teams shoot ungodly percentages. Still, this game does a lot right, and is pretty fun for a head-to-head clash with your roommate. Check it out if you're a college hoops buff.

Dan L

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	7

Test Drive 6



Publisher:	Infogrames
Developer:	Pitbull
Featured In:	*EGM* #121
Players:	1-2
Supports:	Dual Shock
Best Feature:	Big selection of cars
Worst Feature:	Loose control
Web Site:	www.Infogrames.com

In the past Test Drive has always played second fiddle to racers like Need for Speed, Gran Turismo and Ridge Racer. Last year TD 5 narrowed the gap by offering a good variety of cars (muscle and exotics), decent tracks and a smokin' frame rate. The only thing holding it back was the unforgiving handling. Basically you had to run mistake-free race to place in the top three which was very hard to do. For Test Drive 6, all we hoped for was a similar game only with handling comparable to Need for Speed: Hot Pursuit or even Gran Turismo. Well, they certainly worked on the handling and physics but they turned it heavily toward the arcade side of things. Instead of authentic, specific-to-the-vehicle physics, **the cars have that turning-on-a-spindle feel** and bumper-car-inspired gameplay. Personally I don't like that sloppy stuff because it never feels like your car is gripping the road. Granted each vehicle handles differently, for the most part they're all loose. If you can get used to that (I can't) the game has some nice points. Beyond a load of licensed cars, there's Pink-slip racing, Wagering, Two-player and Cop Mode. Two-player is passable, but again, the slop handling and limited view make for frustrating gamin'. If you're a Test Drive fan, give TD 6 a rent before you make a decision.

Dean

TD6 is a real letdown. I don't know what happened. Control is too loose, and **it often looks like your car is floating along the road** (and the cars look like they're wrapped in plastic or something). The game looks and feels more like some no-name racer than a TD game. No, it's not a complete loss—the courses are designed well and are quite long, and there are plenty of vehicles to choose from. But TD6 is not what I expected from a game in the series.

Shawn

I haven't played a Test Drive game (other than Off-Road) since Test Drive 2. The game's changed quite a bit since then. Although I prefer the more arcade feel of Test Drive 6, this series was built on a more simulation feel. It has a good selection of cars (both new and old) and a good selection of modes. Fans of Need For Speed will appreciate the police chases. But there are so many good driving games on the PS, this **falls just right of center.**

Chris

Test Drive 6 totally took me by surprise. Gone are last year's virtues like realism, finesse and all that other stuff that makes me want to play a racing game. **TD6 has been dummied-down into some incomprehensible arcade game**, more comparable to games like Runabout or even Demolition Racer. I like placing bets on your own outcome, and chasing other racers as a cop is novel for an hour or so...overall though, TD6 was neither exciting nor appealing.

Che

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	7

Tomorrow Never Dies



Publisher:	EA/MGM Interactive
Developer:	MGM Interactive/Black Ops
Featured In:	*EGM* #125
Players:	1
Supports:	Dual Shock
Best Feature:	Varied gameplay
Worst Feature:	Sluggish control and graphics
Web Site:	www.tndgame.com

GoldenEye 007 may have hit the Nintendo 64 a year late, but it turned out to be a better game than anyone expected. Now, Tomorrow Never Dies is hitting the PlayStation a year late—but that's where the similarities between these Bond games stop. **TMD is a major disappointment**. It does start off fine, early levels deliver intense, stealth-intensive gameplay that have more in common with Syphon Filter than Rare's N64 masterpiece. The music is excellent. And unlike most games that try to mix varied play styles, TMD does a decent job at giving you more to do than just snoot, sneak and snipe. The ski stages and Chase HQ-style driving level give TMD a true Bond-flick feel. But things start going sour during the game's second half. The visuals suffer more glitches (I've actually shot enemies through walls). Missions, which were better paced earlier in the game, become monotonous. The difficulty curve spikes way upward around level eight. And the frame-rate takes a turn for the super choppy during the final, 10th stage. Couple that with the already sluggish controls and you're in for some frustration. TMD just loses any sense of imagination toward its finale. The game's main adversary, for instance, can take a dozen grenades to the face before he falls C'mon—he's a media mogul, not Iron Man. Lame.

Crispin

When I was playing through Syphon Filter, I kept thinking that the engine would have made for a great Bond game. **Now that the Bond game is here, it's a bit of a letdown**. The problem is with the game's engine, which never ceased to piss me off. Slowdown, clipping, erratic camera in small enclosed places...all of it detracts from what could have been a really solid third person shooter. Still, the mini-games were fun, but few and far between.

Che

Tomorrow Never Dies has all the components of a really cool third-person shooter, but somehow it just never comes together. The game starts off nicely, with a mixture of stealth and action missions, but by the second half, the seams begin to show. One gripe I had was with how the game handles targeting. It'll lock onto something, but as soon as you take off running, it's hard to keep a bead. Also, sniping in first person is awfully slow and clunky.

Dean

It's kinda like Syphon Filter only not as good...which would possibly be OK if you actually liked SF, and I didn't. Considering how long this has been in development, it's very disappointing—and **hardly the PlayStation's answer to GoldenEye.** I kinda dig the variety in the levels, and the 'James Bond-ness' of it all (especially the chases), but the controls suck, the graphics look terrible and the camera is nothing short of useless. Another wasted license.

John D

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	5

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Toy Story 2



Publisher:	Activision
Developer:	Traveler's Tales
Featured In:	*EGM* #123
Players:	1
Supports:	Dual Shock
Best Feature:	Sweet graphics
Worst Feature:	Nothing
Web Site:	www.activision.com

The characters of Toy Story fit very naturally in a video game, and Traveler's Tales has done a great job of snapping everything together. **It may not be the most difficult game in the world, but it's going to be just as fun for the experienced gamer as it is for the novice.** It follows the plot of the movie, and includes lots of cutscenes which you can choose to watch later as you open them throughout the game. Control is silky-smooth, and there are two options for the camera—active and passive. I ran into times where I had to switch the camera control just to make hairline adjustments to my positioning. At no point did I feel like I was fighting the camera to get through a level, which is the main pitfall of the 3D platform game. Levels are the perfect length—if they were any longer it wouldn't feel like there's a steady enough progression. Music sounds as if it's from the movie, but even if it's not, it fits nicely into gameplay. I don't think there's any doubt that the reason this game is good is because of the strength of the characters and the Toy Story world. Take that away, and you've got yourself an average game. There's really nothing to complain about, but on the other hand, there's nothing to shout about other than the quality of the graphics. I'd suggest renting it if you liked the movie, but if you're a huge fan, it's a buy. **Chris**

Impressive. In a day where it's easy to poop out a generic 3D platform game, Traveler's Tales gives us something that not only looks sharp, but plays great as well. **Toy Story 2 has an old-school platform game feel to it, despite being constructed of polygons** (I ke how Mario 64 is to Super Mario Bros., this game is exactly how you'd think the original side-scroller should look and play in 3D). Give Toy Story 2 a shot. It's not as "kiddie" as you think. **Shoe**

I haven't seen the movie yet, and this game makes me want to watch it all the more. Unfortunately, some of the plot was spoiled for me, on well. As a 3D platformer, **Toy Story 2 puts its elegant engine to good use with some of the best "toy world" levels I've seen.** I do wish there were more variation with the goals—you've always got the same five objectives on every level. However, for the younger gamer, Toy Story 2 is a pretty good buy. **Che**

This is one of the best kid's games I've seen in a very, very long time. Graphically it's topnotch, but what's best about it is the design of the levels. Sure, it may be easy for a lot of gamers (especially the bosses which are a walkover), but the whole thing is pieced together in a package that just oozes quality. **As a 'game of the movie' it's tough to fault.** It has a few camera problems in places, but unlike many 3D platformers it generally does a great job. **John D**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	7	6

Twisted Metal 4



Publisher:	989 Studios
Developer:	989 Studios
Featured In:	*EGM* #125
Players:	1-4
Supports:	Dual Shock, Multi-tap
Best Feature:	Better than TM III
Worst Feature:	The concept's getting real old
Web Site:	www.989studios.com

The good news: 989 went back to the drawing boards and has given us a better game than the previous offering that was Twisted Metal III. The game engine plays and feels very much like the first two offerings from Singletrac. Gone are the constant and annoying flip-overs from III (although the programmers over compensated for this a bit by having the cars flip back a little too quickly). The arena designs are better this time around as well. They have a lot of variety, are interesting for the most part and are full of secrets. Finally, the new remote weapons are a nice addition to the arsenal. Everything seems to indicate that this is the best Twisted Metal yet, but unfortunately, that is not the case. So what's the bad news? The game speed varies from extremely fast (almost too fast in the one-player game) and smooth to choppy and slow. The graphics themselves are a step down from the nicer-looking TM III. Once in a while, you can get your car stuck against a wall, and it won't become unstuck until you get smacked by an opponent. Also, some of the levels are way too big, leading to prolonged periods of inactivity while you're trying to locate some machine gun fodder. **Sure, this is better than TM III, but do we really need another car combat game?** The genre's getting old on the PS...let's let it retire until PS2. **Shoe**

TM 4 is better than last year's game. They fixed the roll-over problem as well as other control issues. The environments are bigger and more interactive as well. You can blow up objects to reveal secret passages and special weapons (great fun) **Even so, it's no Rogue Trip.** Things that hurt it: Create-a-car is too limited, it takes too much to kill enemies, and vehicles occasionally get hung up in walls (glitch). On top of that, multiplayer is a bit boring at times. **Dean**

I don't understand why this game is updated and rehashed every year like it's a sports game. The first two were fine! I never got into Twisted Metal before, and **number four didn't do anything to convince me that I'm missing out.** Multiplayer is no fun with any more than two players, and the cars are so small that you can hardly determine what's a weapon and what's a power-up. If you've played Twisted Metal before, this is all-too familiar territory. **Chris**

Having driven in a real demolition derby, you would think I'd appreciate this a little more. Yes, Twisted Metal 4 has all the tweaks that we screamed about last year, but for me, **it's still the same old game.** This series, which goes on its fourth anniversary this year, is becoming seriously stale. Deathmatch has always been the main staple of Twisted Metal, but not even that could salvage an otherwise hackneyed formula in TM4. Please, introduce something new! **Che**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5

Vandal Hearts II



Publisher:	Konami
Developer:	KCE Tokyo
Featured In:	*EGM* #121
Players:	1
Supports:	None
Best Feature:	Story line, music
Worst Feature:	Long, boring cutscenes
Web Site:	www.konami.com

The big thing that differentiates Vandal Hearts II from all the Tactics-this or Tactics-that before it is the two-unit simultaneous movement during combat. This unorthodox battle system has enemy characters moving at the same time as yours, so while still staying a turn-based game, it gives you a little more sense of being active and live (real-time, if you wish). It sounds good in premise, then sucks when you first try it out (you'll be swinging at empty spaces a lot while you're trying to anticipate what the CPU is going to do). It then becomes pretty darn cool again once you learn how the AI is going to act. When you do get the hang of things, you'll find this to be the deepest strategy-RPG yet. One thing's for certain—you'll need to use your noggin to win the fights...a lot more so than in other games of this type. **If you're not a fan of noggin-usin', you won't enjoy VH II at all.** Besides this neato style of combat, the game has an awesome soundtrack (one of the best I've ever listened to) and a deep story line with twists and turns (although the cutscenes and accompanying dialogue can really drag on at times). The new weapon/armor system will remind you of features found in more recent Final Fantasy games, which is a very good thing. It's yet another aspect of VH II that gives it a healthy dose of depth. Recommended. **Shoe**

Konami's latest sequel is a class above its predecessor; the simultaneous movement and weapons/character development system makes this a complex game. The flow of combat will confuse most of you used to a more traditional tactics game, but it's rewarding once you use it to your advantage. With Square still holding back Front Mission, and Bandai's unlikely release of Super Robot Wars, **you'll have to make do with VH2 as your tactics fix** **Che**

It took me a long time to get used to this sequel's chief innovation—it's simultaneous-movement system. Half the time I liked it (it does speed up the game), half the time I didn't, depending on whether I guessed my enemy's movement correctly. Otherwise, Vandal Hearts II is **nearly as addicting and easy to get into as the original.** The new weapon-skill system encourages experimentation. You practically need flow charts to follow the story, though. **Crispin**

As far as tactical RPGs go, Vandal Hearts is one of the best. The sequel adds a lot, including enemies that move when you do—and you have to anticipate those moves. Meaning that there's another level of strategy you have to devise before blindly positioning and attacking the enemy. **The gameplay and the story line are a lot deeper than the first game.** Graphically it's not that much different from the first Vandal Hearts. A solid title for RPG fans **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
8	9	7	5

FORCED FEEDBACK

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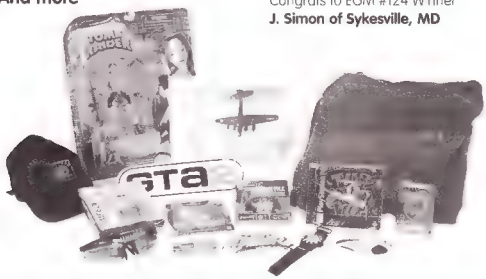
Take a look at what we're passing on to you this month

- **Tiny Tank for the PS**
- **Duke Nukem for the GBC**
- **A SF Alpha 3 Sweatshirt**
- **A Sharkwire Online shirt**
- **A Dino Crisis Watch**
- **A cool Neo Geo Pocket hat**
- **Omega Boost Sunglasses**
- **A GTA2 bumper sticker**
- **A Lara Croft Action Figure**
- **A signed picture of a Bomber in a nose dive**
- **A book you'll never read**
- **Various stickers**
- **Some stuff**
- **And more**

As you may or may not know, we get a lot of cool items from game companies. And yes, we do appreciate them, but all too often after looking at them for awhile they end up sitting in somebody's cubicle or getting stored in a cabinet. So we thought, "Let's pass some of these things on to our readers, instead of just having them lay around." After all, better you enjoy this stuff than us. Like last month, read the instructions below, send in a postcard and you might just be picked as the winner! This doesn't cost you anything—**it's as simple as sending in a postcard with your name, address and phone number on it to the address below.** We'll then pick one winner in a few weeks, and send out the goods

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Staff Profile: Shawn Smith



Real Name: Shawn Smith

Alias: Chimp, Skywalker, Smitty, Shawn-O

Occupation: Consumer Hardware Editor

Hobbies outside of gaming: Painting, Drawing, Music, Computer Hardware, Electronics

Favorite Painters of All Time (at present): Paul Klee, Giorgio Di Chirico, Egon Schiele, Pablo Picasso, Marcel Duchamp, Philip Guston, Bob Jones, Steven Sherrell, Francis Bacon, Jean-Michael Basquiat, Max Beckman, Max Ernst, Jackson Pollock, Mark Rothko, Karel Appel, Jean Dubuffet and many many more.

How I got this job: I used to work at Babbage's in Joliet, IL. I knew this girl who knew this guy who worked here. I interviewed and thought it went OK but I felt I was too young for the job. Surprisingly, about 6-8 months later, I received a call from said friend of friend who asked if I'd like a part-time job. Of course, I said yes. Time passed, I had a couple different job titles over the years, and now I'm on Review Crew.

Favorite music: Pretty much anything except Country. Top 40 stuff and West Coast gangsta rap. Anyway, here's a short list of who I like: Beck, Beastie Boys, Radiohead, Robert Johnson, Portishead, Soul Coughing, Roni Size, Weezer, Money Mark, Charles Mingus, Miles Davis, Alice In Chains, Nirvana.

I'm looking forward to: The capabilities of the PS2, the Mazo, tomorrow and the next day.

When I'm not at work I am: Sleeping, eating, relaxing, painting, drawing, hanging with my special lady friend or hanging with my peeps. A special shot goes out to Alex "The Man" Jarz, Boo "Bobby" Freedom, Espionage, John "Actuality" Barczak, Ben "T-Ball" Bennington, Pawl "Da Wizard" Simmons, DB and the whole J-Town area crew. You know who you are.

Most awful job ever held: Stuffing advertisements into hundreds upon hundreds of Chicago Tribune newspapers. What a terrible time for less than $4.00 an hour.

If I wasn't working for EGM, I'd be: Just finishing college, starving because I'd be a painter. Weird.

Website: http://www.cheapscience.net/~shawn

DID YOU KNOW...

Nintendo wasn't particularly happy with last month's Donkey Kong 64 cover. Funny, everyone on our staff loved the thing.

Everyone on the EGM staff enjoys primates of all shapes and sizes.

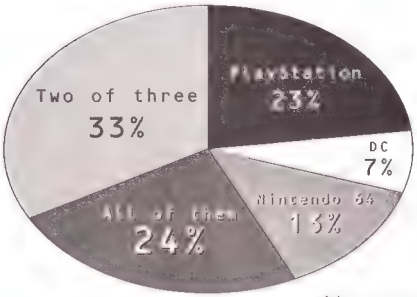
Crispin Boyer isn't getting enough iron in his diet; therefore, he has been eating a lot more steak and red meat. Chicken is not a good source of iron.

Nearly all of the EGM writers are in there 20s. Chris Johnston is the youngest EGM Editor.

Art Director Jim Cordano is expecting a baby any day now. Good job.

EGM's favorite olympic sport is Bobsledding. Ironically, EGM's favorite movie is Cool Runnings.

Which of the these modern systems do you own?



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Thank you to all who continue to send us sites. We love checking them out more than we love cheese. As usual, here's all kinds of sites. Weird, gaming related, zany, funny, cool, stupid and so on and so forth. Send website submissions to **shawn smith@zd.com**

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HOT & NOT
@ EGM

The EGM Hot & Not list is a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. That is all.

- **The nurse in last month's feature. She was so fine.**
- **Soul Calibur still going strong in our offices.**
- **Bandai airing Gundam anime series in America**
- **EGM's Soul Calibur poster**
- **52 minute song by a band ironically named Sleep**
- **Galerians and non-censorship**
- **Boobs & garters**
- **Sega GT game for DC**
- **NFS: High Stakes for DC**
- **Midnight Vultures by Beck**
- **Bill Withers**
- **After-workout protein shakes**
- **The Slick 50**
- **The words "Mother Trucker"**
- **Maxim, Stuff and other such men's magazines**
- **Overheated Soul Calibur bouts interrupting normal office life.**
- **The constant tapping noise of joystick buttons from Soul Calibur in the next cubicle**
- **Nintendo**
- **Game delays**
- **Buying cars on Ebay**
- **Halloween costumes that chafe all night long**
- **The Slick 25**
- **Beck's upcoming album being pushed back from early November to the 23rd of Nov.**
- **The Austin Powers-esque voice on Tiger's Boogey Ball game**
- **The Xena: Warrior Princess blooper tape. It's scary, too.**
- **Free popcorn and oatmeal instead of pay raises**

EGM's Random Quote of the Month

"Sometimes my urine smells like sausage."

Anonymous EGM Staffer in reference to an amazingly foul smell in our office bathroom

Need for Speed Presents V-Rally 2



Publisher:	Electronic Arts
Developer:	Infogrames
Featured In:	*EGM* #125
Players:	1-2
Supports:	Dual Shock, wheel
Best Feature:	Frame-rate and controls
Worst Feature:	Can't configure control scheme
Web Site:	www.ea.com

Last month I spent all my time zipping around the motorways of England with Team Honda in ToCA 2. This month, I find myself drifting across the paved roads of Spain, or sliding around the muddy bends of Indonesia in my Subaru Impreza. **V-Rally 2 picks up where last year's V-Rally left off with nice solid results**. Complaints with the previous installment included sensitive controls, clunky car physics and frequent car flipping. In V-Rally 2, they've tweaked the car flipping quotient so that it's a lot more tolerant of bad driving. You can now scrape along the side of the road, or even run up a slope, without constantly falling into last place. The physics of the cars have also taken on more bounce; they feel lighter, more buoyant and absolutely responsive. The real highlight of the game is how smooth it can maintain 30 fps even while you're neck to neck with three other cars. This helps V-Rally 2 achieve a sense of speed not commonly seen in a rally racer. The car models are also among some of the best I've seen on the PlayStation, with both exterior and interior vehicle detail. A couple gripes: There's no way to configure the game to use the other analog stick as a throttle, and your navigator's voice quickly begins to grate. Otherwise, V-Rally 2 is the perfect balance between arcade fun and sim intensity. **Che**

This is considerably better than the original V-Rally, and it seems that a lot of lessons have been learned about what people want from this kind of game. The cars no longer flip over at the slightest hint of trouble, and they now have much more of a Sega Rally-type feel to them. The controls are spot-on, the graphics are excellent, and the selection of cars will have ardent Euro car fans enthralled. **This is a superb racing game...don't overlook it.** **John**

V-Rally 2 is every bit as fun as Sony's Rally Cross 2, plus it gives you real cars and authentic Rally features. It's the perfect combination and easily my favorite Rally game to date. **The changes made to vehicle physics and handling have done wonders**. It's more forgiving than V-Rally yet not too soft and arcade-like; it's just right. Replay value is high due to voluminous amounts of tracks and cars. Two-player works great as well. Rally fans must have this game. **Dean**

V-Rally 2 is put together extremely well, from the opening cinemas to the gameplay itself. The frame-rate stays high, and courses (though a tad short in some cases) are designed well. Although, I have a preference for the tracks I created with the in-game editor—especially the one with the super-high jump. The game is pretty amazing graphically, too (especially night courses when the headlights come on). Overall, it's a bit technical but it's also fun **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	8

Wu-Tang: Shaolin Style



Publisher:	Activision
Developer:	Paradox
Featured In:	*EGM* #122
Players:	1-4
Supports:	Dual Shock
Best Feature:	Four-player fighting
Worst Feature:	Gratuitously violent content
Web Site:	www.activision.com

This game was not put together for your benefit. They should've just been straight with us and called it 'Wu-Tang: When Marketing Departments Collide'—apparently it was 'inspired' by the hip-hop group's love of kung-fu movies...but really it's a way of taking a mediocre fighting game and slapping a license on it. The thing is, that's part of the problem. I don't think a game has ever made me feel uncomfortable before—but this is the first time I've genuinely felt that things have gone a bit far. I'm not being an old fart, or overly righteous—but seeing Method Man plant his foot on his opponent's chest and then swinging his sledgehammer like a golf club against his head is, frankly, just asking for trouble. It would get bad press for the action alone...but the fact that it's a 'real' guy means that it's going to attract the wrong kind of attention. **This is the first game *ever* where I don't feel I could defend the content**...and that's bad. It's not even a particularly good game either. It's probably the closest we'll ever get to Thrill Kill, but the fighting engine ain't great. It feels too much like an 'extreme' wrestling game, and the net result is that you get that 'detached' feeling from the action. The four-player mode will no doubt get the most play-time from most people...but it gets old really quick. **John**

At least you can finally see what the fuss over Thrill Kill was about (and you'll certainly see the bloodshed that made EA balk). But if you look past the guts and silly marketing tie-in, Wu-Tang is actually a decent four-player game. Sure, the button-mashing gameplay makes for a shallow experience (despite scads of moves). And things get sluggish in larger arenas. But Wu-Tang's **a fun diversion that'll likely get more attention than it deserves** **Crispin**

I know plenty of you out there are starving for a Thrill Kill four-player gore-fest, but believe me when I tell you that you can get it all out of your system with a one-evening rental. Sure this game has an impressive list of moves and combos. When you start the chaotic four-player game, however, **most of the action deteriorates into a button-mashing orgy**. Wu-Tang is worth checking out, but it probably won't hold your attention for too long. **Shoe**

I think where the line draws for me is the fact that these are real people (gangsta rap supergroup Wu-Tang Clan) committing pixelized acts of violence on-screen. **As a fighting game, Wu-Tang just isn't that exciting or fun.** It's a lot of button-mashing mayhem and a lot of gratuitous violence. Maybe that does it for some people, but not me. You don't actually need to know any of the moves—just button mash like crazy and you'll be fine. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	4	5

Worms Armageddon



Publisher:	Hasbro Interactive
Developer:	Team 17
Featured In:	*EGM* #125
Players:	1-4
Supports:	Dual Shock
Best Feature:	Tons of options, multiplayer
Worst Feature:	Painfully slow CPU AI
Web Site:	www.hasbrointeractive.com

Many deadlines ago, we here at *EGM* were glued to our TV sets, playing the original Worms for hours at a time. Now, the third and best chapter in the series (Worms 2 never came out for the consoles) is here, and I couldn't be happier. **This excellent strategy title makes a perfect party game.** Almost everyone I know loves it (except Mark MacDonald of *OPM*...strange one, he is). Don't let the term "strategy" scare you off either—this is a simple game that's hella easy to jump right into. It's also one of the most fun things you'll ever play. Whether it's Crispin accidentally falling on top of a live stick of dynamite or just placed or me inadvertently letting go of the Ninja Rope over water (sending me to my watery grave), something inevitably goes awry. And when it does, everyone laughs their heads off. As a sequel, this one doesn't disappoint. The graphics are leagues better. The game has tons of new (and secret) weapons. The numerous game schemes provide plenty of variety. The training mode adds a lot to the normally weak one player Worms experience. Speaking of which, playing WA against the CPU is alright (it doesn't aim as annoying y perfect as it used to), but it takes an awful long time to think out its moves. Don't get this for the one-player game though...this is meant to be played (a lot) with friends. **Shoe**

It comes down to this: **If you have at least one friend, you should own Armageddon.** And since most PlayStation owners have at least one friend, all of them should have this game. It's *that* good. In fact, the only things that are a little off about the game are the cheesy euro-dance music at the Title Screen, and how long it takes the AI to decide what to do during a one-player match. Note: You don't need to own a multi-tap to enjoy multiplayer fun. **Shawn**

Worms Armageddon may have originated on the PC, but this madly rewarding multiplayer experience reaches its full potential on the PlayStation. Invite three pals over (you don't need a Multi-tap), boot this thing up and you're set for hours of goofy fun. Everything about WA, from its extensive options to its many play modes, is **fine-tuned for multiplayer play**. Even nongamers—like, say, your significant other—will love this game. **Crispin**

The Worms series has long been a favorite of mine on the PC, but Armageddon is certainly the best incarnation yet. It's best with four players...and with a bunch of friends who don't take things too personally. This can get *really* competitive, and you'll find yourself playing for LONG sessions, exploring the possibilities of the wacky weapons while devising increasingly fiendish strategies. **This is multiplayer video gaming at its best.** **John D**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	9	9



Publisher:	Activision
Developer:	Livesay Technologies
Featured In:	*EGM* #123
Players:	1-6
Supports:	None
Best Feature:	Better than Atari 2600 games
Worst Feature:	Some of our personal faves not here
Web Site:	www.activision.com

A more exciting collection than the 2600 compilation, Intellivision Classic Games brought back tons of fond memories for us all. Some of the best are here, like Snafu and Shark! Shark! John D loves the gameplay of these classics, although the turd graphics still turn him off. Crispin and Shoe are bummed out some of their favorites aren't here, like the AD&D titles, Dreadnaught Factor, B-52 Bomber and Utopia (Intellivision Classics 2, perhaps?). **If you grew up loving Intellivision, be sure to pick this disc up**, even though the controls (sans keypad) are inconvenient.

VISUALS	SOUND	INGENUITY	REPLAY
7	2	1	5



Publisher:	Activision
Developer:	Syrox Developments
Featured In:	*EGM* #122
Players:	1-2
Supports:	Link cable
Best Feature:	Classic old-school gameplay
Worst Feature:	Grating sound
Web Site:	www.activision.com

"It's been updated enough without them really f***ing with it" was the first comment from Johnny England. Asteroids is an excellent retro remix. Now with power ups, color graphics and a two-player link mode, the original game has been snazzed up just enough to make it fee, modern...but the incredibly addictive old qualities are still there. **You can always tell a great game on GB when wives and girlfriends steal it...and this one was 'borrowed' a lot.** It's a shame the sound is so grating though—you'll turn it off within minutes.

VISUALS	SOUND	INGENUITY	REPLAY
8	4	7	8



Publisher:	THQ
Developer:	EA Sports
Featured In:	N/A
Players:	1
Supports:	N/A
Best Feature:	Full Season Mode
Worst Feature:	Receiving the ball
Web Site:	www.easports.com

If you're not getting enough gridiron action while sitting on your couch or playing on your console, Madden 2000 for Game Boy is a great alternative. You can play through the entire 1999 schedule with whatever team you choose, which gives some serious replay value. The biggest flaw is the passing game. We couldn't rightly tell where the ball was going, or if receivers needed to be moved around to intercept the flight of the ball. There are a good variety of plays on both sides of the ball. **Sometimes the defensive AI is a bit goofy, but overall a really solid game.**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	8



Publisher:	Hasbro Interactive
Developer:	Artech Studios
Featured In:	*EGM* #125
Players:	1-2
Supports:	Dual Shock
Best Feature:	Classic gameplay, updated!
Worst Feature:	No construction/random mode
Web Site:	www.hasbrointeractive.com

One of the most neglected classics of the '80s finally gets its fair share of updating. Shoe commented that this is **an awesome update of the original**—which keeps the same feel, but updates it flawlessly. Not only does the Adventure mode hold plenty of variety and challenge, but the original game is included. Only thing missing is a level construction kit and a random level generator. Includes a handful of head-to-head boards which are a blast. Chris says that it's an action puzzle game taken from its simplest form to its most advanced. Excellent.

VISUALS	SOUND	INGENUITY	REPLAY
9	8	9	8



Publisher:	Nintendo
Developer:	Left Field Productions
Featured In:	N/A
Players:	1-4
Supports:	None
Best Feature:	It's Mario Party, Jr.
Worst Feature:	Beauty and the Beast theme
Web Site:	www.nintendo.com

Don't be turned off by the kiddie license ...this game isn't half bad. Like a shrunken and dummied-down Mario Party, Beauty and the Beast is a simple board game that's ideal for more than one player. Shoe, Crispin and Shawn all took turns on the thing and had a decent time. Shoe and Crispin liked the Game & Watch Gallery-style mini-games. They could see picking this game up every once in a while when really bored (but they wouldn't go out of their way to play it). Shawn, on the other hand, took on the role of "Beast" too seriously and frightened us.

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	8



Publisher:	Infogrames
Developer:	Xantera
Featured In:	N/A
Players:	1
Supports:	N/A
Best Feature:	Tight control
Worst Feature:	Cheap AI
Web Site:	www.infogrames.com

Test Drive 6 is viewed from an isometric perspective, and most of the Review Crew agree that's really the best way to present a driving game on the Game Boy. In fact, TD6 **plays like the classic NES racer R.C. Pro Am.** Control is right-on, making it easy to power slide around corners. Shawn thought the graphics were sluggish. And Crispin wasn't keen on the cheap AI; opposing cars seem to magically catch up if you got too far ahead. Win races and you'll earn money to upgrade your car or buy a faster one. You get an extra mode that lets you chase cars as a cop, too.

VISUALS	SOUND	INGENUITY	REPLAY
5	6	4	6

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Review Archive

EGM's Last 100 Reviews From EGM #123 – 125

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
	Dynamite Cop	Sega	Arcade Perfect	Short, Easy And Dull	3.5	7.0	6.5	4.5	124
	House of the Dead 2, The	Sega	Graphics, Extra Modes	Cheesy Dialogue, Gun Calibrating	7.5	7.5	7.5	8.0	125
	Hydro Thunder	Midway	As Close To The Arcade...	Slowdown In Two-Player Mode	7.5	8.0	7.5	7.0	123
	Marvel vs. Capcom	Capcom	The Four-Player Crossover Mode	Impossible To Play On Standard Pad	8.0	8.0	8.0	7.5	123
	Monaco Grand Prix	Ubi Soft	Awesome Control	No Real-World Drivers Or Teams	8.0				123
	NFL 2K	Sega	Realistic Graphics	Play Selection Menu	8.0	8.0	7.0	9.0	123
	NFL Blitz 2000	Midway	Incredibly Fun	AI Can Be Dumb Sometimes	9.0	8.0	9.0	8.5	124
	Power Stone	Capcom	Simple, Arcadey Gameplay	Too Much Jumpy Jumpy	8.0	6.5	7.5	8.0	123
	Ready 2 Rumble	Midway	Facial Graphics and Animation	Unbalanced Championship Mode	9.0	9.0	8.0	9.0	123
	Rippin' Riders	Sega	Multiplayer Modes, Frame-Rate	Track Designs, Clipping	7.0	6.5	5.5	6.0	125
	Sonic Adventure	Sega	Great Graphics And Gameplay	Camera Problems, A Bit Glitchy	9.5	9.0	9.5	8.5	123
	Soul Calibur	Namco	Graphics, Controls, Extras	No Rendered Intro Or Ending	10	10	10	10	123
	Suzuki Alstare-Ext. Racing	Ubi Soft	Smooth And Fast	Rigid Handling	6.0	5.0	6.0	6.5	125
	Toy Commander	Sega	Beautifully Implemented Idea	Some Control Issues	9.0	7.5	8.0	9.0	125
	TrickStyle	Acclaim	Graphics	Short Courses	8.0	6.5	6.0	6.0	124
	Virtua Fighter 3tb	Sega	VF3 Gameplay Fully Intact	Graphics Are Sub-Model 3 Quality	8.0	7.5	8.5	8.0	124
Nintendo 64									
	Army Men: Sarge's Heroes	3DO	Cool Story	Terrible Controls And Camera	5.0	6.0	4.5	3.0	125
	BattleTanx: Global Domination	3DO	Two-Player Co-Op For Main Game	Frustrating Escort Missions	8.0	6.5	6.0	8.0	124
	Destruction Derby 64	THQ	Four-Player Capture-The-Flag	Choppy Frame-Rate	4.0	5.0	5.0	6.5	124
	Hot Wheels Turbo Racing	Electronic Arts	Selection Of Classic Hot Wheels	Track Environments	7.5	8.5	6.5	7.0	124
	Jet Force Gemini	Nintendo	Huge Levels, Fun To Play	Learning Curve On The Control	8.5	7.5	8.0	7.0	124
	Knockout Kings 2000	Electronic Arts	Graphic Detail	Very Tough	6.5				125
	Madden NFL 2000	Electronic Arts	Great Gameplay	Umm...Nothing Worth Mentioning	8.5				123
	NBA Live 2000	Electronic Arts	Michael Jordan	The New York Knicks	9.0				125
	NBA Showtime: NBA on NBC	Midway	Fun NBA Jam Gameplay	Glitchy Animation	7.5	8.0	8.5	7.5	125
	NFL Quarterback Club 2000	Acclaim	Good Replays	Jerky Frame-Rate	3.0	2.0	2.0	3.0	124
	Rainbow Six	Red Storm Entertainment	Two-Player Cooperative Mode	Blah Visuals	8.0	8.0	8.0	6.5	125
	Rayman 2 The Great Escape	Ubi Soft	Lush Graphics, Tight Control	Music Could Be Better	9.0	9.0	9.0	9.0	124
	Ready 2 Rumble	Midway	All Of The Boxers	Repetitive Gameplay	7.0				125
	Resident Evil 2	Capcom	Two CDs Jammed Onto One Cart	No Extreme Battle Mode	9.0	9.0	9.0	7.5	125
	Road Rash 64	THQ	Cool Combat	Simple Graphics	4.5	4.5	2.5	5.5	124
	Rocket: Robot on Wheels	Infogrames	Grabby Thing	Shifty Camera	6.5	9.0	7.0	6.0	125
	Shadow Man	Acclaim	Horrifying Levels, Graphics	Confusing Level Design	9.0	8.0	7.0	8.0	123
	WCW Mayhem	Electronic Arts	It Looks Nice	Too Few Modes Of Play	5.5				125
	Winback: Covert Operations	Koei	Doing Covert Operations	Camera	8.5	8.0	8.0	8.0	124
	WWF Attitude	Acclaim	Customizable Everything!	Poor Collision Detection	8.0	8.5	8.5	8.0	123
	WWF Wrestlemania 2000	THQ	Previewing Moves In Edit Mode	Not A Big Step Over Revenge	8.5	8.0	8.5	8.0	125
PlayStation									
	Ballistic	Infogrames	Simple, Novel Gameplay	Not Enough Modes Of Play	6.0	5.5	4.0	5.5	125
	Bass Landing	Agetec	Like Real Fishing	Boring, Like Real Fishing	7.5				125
	Bass Rise	Bandai	Easy To Get Into	Low Variety Of Fish	6.0				125
	Big Ol' Bass	Konami	Graphics, Controls	Absolutely Needs Dual Shock	8.0				125
	Crash Team Racing	SCEA	Incredibly Fun To Play	Major Mario Kart Influences	10	8.5	9.5	9.5	125
	CyberTiger	Electronic Arts	Graphics	Choppy Frame-Rate	5.5	5.0	6.0	5.5	125
	Demolition Racer	Infogrames	Speedy Frame-Rate	Shallow Gameplay	6.0	6.5	7.0	7.5	124
	Dino Crisis	Capcom	Cool 3D Graphics	Load Times	7.5	8.0	8.0	9.0	123
	Dune 2000	Westwood Studios	Three Sides To Play, Link Games	It's Not That Innovative	7.0				125
	FIFA 2000	EA Sports	Intuitive Control	No Women's Teams	9.0	9.0	9.5	9.0	125
	Final Fantasy VIII	Square Electronic Arts	The Characters, FMV, Plot	The Games Will Eventually End	9.5	9.5	9.5	9.5	123
	Final Fantasy Anthology	Square Electronic Arts	Finally...Final Fantasy VIII!	No Final Fantasy IV (U.S. II)	9.5	9.5	9.5	9.5	124

Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
Gallop Racer	Tecmo	Pleasant Graphics	Stupendously Niche Subject Matter	7.0				125
Grandia	SCEA	Combat And Character Growth	Bad Voice Acting, Slowdown	9.0	9.0	9.0	9.0	125
Hot Wheels Turbo Racing	Electronic Arts	Cool Cars	Fantasy Environments	7.5				124
International Track & Field 2000	Konami	Motion-Captured Graphics	Boring Button'-Mashin' Gameplay	5.5	6.0	6.5	6.0	125
Jet Moto 3	989 Studios	Speed (In Some Instances)	Overall Sloppiness	4.0	4.0	6.0	4.5	124
Juggernaut	Jaleco	Atmosphere, Story, Puzzles	Moving Around Can Feel Clunky	7.5				125
Knockout Kings 2000	Electronic Arts	Speedy	Sloppy Collision Detection	7.0	6.0	7.0	7.0	125
Legacy of Kain: Soul Reaver	Eidos	It's Enormous	Sometimes A Bit Tomb Raider-y	9.0	9.0	9.0	8.0	123
Madden NFL 2000	Electronic Arts	The Running Game	"Maddenisms"	9.5	8.5	8.0	9.0	123
Monster Rancher 2	Tecmo	Improved Combat System	A Lil' Too Repetitive	5.5	6.5	7.0	7.5	125
MTV Sports: Snowboarding	THQ	Easy To Pick Up, Smooth Frame-Rate	Polygon Clipping	7.0	6.5	5.5	6.5	125
NASCAR 2000	Electronic Arts	Create-A-Driver	Very Tough At Times	8.0				125
NBA Basketball 2000	Fox Interactive	Rim Physics	Free-Throw Meter	7.5	5.0	4.0	7.5	125
NHL 2000	Electronic Arts	Bit Hit Button	Fighting	9.0	9.0	9.0	8.0	124
NHL Championship 2000	Fox Interactive	Excellent AI, Realism	Sluggish Gameplay	7.5	6.0	6.0	7.5	125
NHL FaceOff 2000	989 Sports	Fast Gameplay, Great Atmosphere	Too Easy On Rookie And Veteran	9.0	8.5	8.5	8.5	124
No Fear Downhill Mountain Bike Racing	Codemasters	Upgradeable Bikes	Sluggish Control	4.0				125
Omega Boost	SCEA	Graphics, Frame-Rate	Too Short	9.0	9.0	9.0	8.5	123
Pong	Hasbro Interactive	Classic Gameplay	Needless Frills	6.5				125
Quake 2	Activision	Mouse Support	Some Tedious Levels	9.0	9.0	8.5	9.0	125
Rainbow Six	Red Storm Entertainment	Very Cool Music	Disappointing In Every Respect	3.0	5.0	3.5	4.0	125
Rat Attack	Mindscape	Old-School Gameplay	Odd Perspective And Camera	5.0				125
Ready 2 Rumble	Midway	Cool Cast Of Fighters	Crappy AI	6.5				125
Resident Evil 3 Nemesis	Capcom	Just As Creepy AS RE1 And 2	The Story's Kinda Weak	8.5	9.0	8.5	8.5	125
Re-Volt Racing	Acclaim	Track Editor	Poor Frame-Rate	4.0				124
Shadow Tower	Agetec	Two-Player Deathmatch	Loading Times...For Menus?	2.0				125
Space Invaders	Activision	Plays Like The Original, But Better	Long Load Times, Not Enough Variety	5.5	6.5	7.5	6.0	125
Spyro 2	SCEA	So Much Stuff To Do And Find	It's A Bit On The Easy Side	9.0	8.5	8.5	8.5	125
Star Wars Episode 1: Phantom Menace	LucasArts	Fantastic Sound	Top-down View Is Obstructive	6.0	5.5	5.5	5.5	124
Suikoden II	Konami	108 Characters	Can't Move Diagonally	7.0				124
SuperCross Circuit	989 Sports	Two-Player	Speed Burst Is Weak	7.0				125
Tail Concerto	Atlus	Imaginative Environments	Mindless	6.0				124
Test Drive Off-Road 3	Infogrames	Licensed Vehicles	Squishy Vehicle Control	6.0	7.0	6.0	6.0	124
Thousand Arms	Atlus	Going On Dates	Combat Is Tedious And Plentiful	7.0	7.5	7.0	6.5	124
Tony Hawk's Pro Skater	Activision	The Flexible Combo System	Level Design Is Hit-Or-Miss	9.0	9.0	8.0	7.5	124
Touring Car Challenge, TOCA 2	Codemasters	It's A Sim Lover's Delight	Frame-Rate When The Action Heats Up	8.5	8.5	7.5	7.0	125
Vegas Games 2000	3DO	Five Types Of Poker	No Kino?!	5.0				125
WCW Mayhem	Electronic Arts	Very Fast Game Engine	Very "Clippy" Game Engine	5.5	5.5	4.0	6.0	124
WipeOut 3	Psygnosis	Hi-Res Graphics	Difficulty In Later Circuits	8.0	6.0	8.0	7.5	124
Xena: Warrior Princess	Electronic Arts	Sword-Swingin' Women	Unforgiving, Loose Control	4.5	4.0	2.0	4.0	124
You Don't Know Jack	Sierra	The Host, The Sarcasm, The Humor	Repeat Questions	9.5	8.5	10	10	125
Boy/Game Boy Color								
Antz	Infogrames/Dreamworks	Large Levels	Loose Control	5.5				125
Ballistic	Infogrames	It's A Simple Little Game	A Little Too Simple, Perhaps?	7.0				125
Billy Bob's Huntin' and Fishin'	Midway	The Southern Stereotypes	Very Little Skill Required	3.5				125
Chase H.Q.	Metro 3D	Combines Driving And Shooting	Repetitive	5.5				125
Duke Nukem	GT Interactive	Interesting Level Design	A Little Too Easy	6.5				125
Mario Golf	Nintendo	Golf Physics	Tall Grass	8.0				125
Ms. Pac-Man Special	Namco	A Complete Bonus Game...	...(Not-So) Super Pac-Man	6.0				125
Pokémon Yellow	Nintendo	It's Pokémon	It's Pokémon...Again	8.0	6.0	8.0	6.0	125
Rampage: Universal Tour	Midway	Lots Of Levels...	...But It's Extremely Repetitive	3.5				125
Rampart	Midway	Linkable Warfare	Somewhat Plain	5.5				125
WWF Wrestlemania 2000	THQ	Does Its Best To Capture TV Feel	Control	6.0				125

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TRICK OF THE MONTH

Medal of Honor (PS)

Awesome Codes

Captain Dye Mode



Entering CAPTAINDYE into the Enigma machine before you start a new game will activate "Captain Dye Mode." (The console will flash green if it is entered correctly.) With Capt. Dye Mode turned on, the amount of health you have is persistent from level to level within a mission. Finishing the game in this mode is an alternate way to win the game's secret commendation and unlock all the secret multiplayer characters (like the Raptor).

Nifty Multiplayer Power-ups



Enter DENNISMODE into the Enigma machine before you start a new game. This will activate Nifty Multiplayer Power-ups on the secret codes menu. Turning this on adds a whole new dimension to the two-player game.

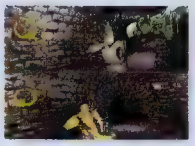
American Movie Mode

Enter SPRECHEN into the Enigma machine before you start a new game. This activates American Movie Mode on the Secret Codes Menu. Turn this on and, like a bad American movie, the German enemies will speak to you in English.

Unlock Col. Müller in Multiplayer



Enter BIGFATMAN into the Enigma machine before you start a new game. This unlocks the evil Col. Muller multiplayer character. He and Manon are archenemies.



Hey, send us your cool new tricks and win cool prizes!



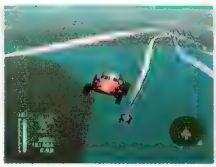
If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 257 for rules.

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.

DREAMCAST

Aerowings

Cheat Mode



At the Press Start Screen press L button+R button simultaneously. Once you press these buttons, you will hear "OK Good." Then Exhibition Mode, all levels, airplanes, including the dolphin, buggy and more will be unlocked.

Airforce Delta

Full Replay Screen

During a replay, hold X + Y to remove the text from the screen.

Expendable

Level Skip, Lives, etc.

Level Skip
While paused, press Y, Y, X, X, Left Trigger, Right Trigger, Down, Down, Up, Up.

Extra Lives
While paused, press A, B, X, Y, Left Trigger, Right Trigger, Up, Down, Left, Right.

Extra Credits
While paused, press A, B, Left, A, B, Right, B, A, Down, Right Trigger.

Flag To Flag

Weather Codes

Rainy Weather



While starting the game in arcade mode, hold L + R + Down.

Weather Never Changes
While starting the game in arcade mode, hold L + R + Up.

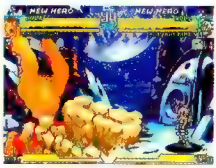
Marvel Vs. Capcom

Hidden Characters

Play as Shadow Lady
At the Character Selection Screen, highlight Morrigan, then press Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(5). Then, Shadow Lady will appear below Gambit.

Play as Gold War Machine
At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5). Gold War Machine will appear above Zangief

Play as Orange Hulk



At the Character Selection Screen, highlight Chun-Li, then press Right(2), Down(2), Left(2), Right(2), Down(2), Left(2), Up(4), Down(2), Right(2), Up(2), Down(4), Up(4), Left, Up. Then, Orange Hulk will appear above Ryu.

Play as Lilith
At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Up(2), Down(4), Left(2), Up(4), Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down. Then, Lilith will appear below War Machine.

Play as Red Venom
At the Character Selection Screen, highlight Chun-Li, then

"OVER 1,000 HOT TRICKS"



What the EGM Video Game Buyer's Guide 2000 cover promises are inside. What you get: the promised tricks, plus 300 reviews of games and peripherals for Dreamcast, PlayStation, N64 and Game Boy, CTR strategy, the history of video games and tons more!

press Right, Down(4), Left, Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up. Then, Red Venom will appear above Chun-Li.

Play as Roll

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2). Then, Roll will appear to the right of Mega Man.

NFL 2k

Cool Codes

Slow-Motion Mode

In the Options Screen choose the "Codes" selection. Enter DEDMAN as a cheat code, all caps. Then, choose the "Game Options" selection, highlight Game Speed, change to Slomo.

Fat Players

Go into the Options Screen and



choose the Codes selection. Enter LARD as a cheat code.

Auto-Defense Play Selection

On the Play Selection Screen when on defense, press the A button twice to have the CPU choose a random play to stop your opponent.

Rally 2

Increased Frame-Rate

At the Title Screen, enter the



following code. If done correctly, you should hear a confirming sound: Up, A, Down, Down, Left, Right, B, B, Down.

[illegible]

Cool Codes

Infinite Time

On the Options Screen, choose the "Cheats" option. Then, put in IWISH.

Power-up Moves

On the Options Screen, choose the "Cheats" option. Then, put in TRAVOLTA.

Always Win

On the Options Screen, choose the "Cheats" option. Then put in TEAROUND.

Win Everything

On the Options Screen, choose the "Cheats" option. Then put in CITYBEACONS.

Big Heads



On the Options Screen, choose the "Cheats" option. Then put in INFLATEDEGO.

Virtua [illegible]

Hidden Characters

Play As Dural

At the Character Select Screen, press Down, Up, Right, Left+Start. You can play as Dural in any mode.

Fight the Alphabet Character

This code will work in Normal Mode. At the Character Select Screen, highlight Akira and press Start, highlight Lau and press Start, highlight Pai and press Start, and then



Illustration by James Silvani

TOP 10 TRICKS

The top 10 games of the last month given the full-on *Trickman* treatment:

1. Driver (PS)

Invincibility

At the Main Menu rapidly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. This option will now be unlocked in the Cheats Screen.

Steer with Rear Wheels

At the Main Menu rapidly press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. This option will now be unlocked in the Cheats Screen.

Get Rid Of Police

At the Main Menu rapidly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2. This option will now be unlocked in the Cheats Screen.

Tiny Cars

At the Main Menu rapidly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2. This option will now be unlocked in the Cheats Screen.

Flip Screen Upside Down

At the Main Menu rapidly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1. This option will now be unlocked in the Cheats Screen.

Long Suspension

At the Main Menu rapidly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1. This option will now be unlocked in the Cheats Screen.

2. Pokémon Pinball (GB)

Animate Unevolved Pokémon

If you want to animate the Pokémon you've caught, go to the Pokédex and highlight one of the regular, unevolved Pokémon. Now press and hold the Start button to see the character move!

3. Pokémon (Blue) (GB)

Fight Safari Zone Pokémon

This will allow you to fight and catch the

cont. on pg. 242

Which of these games would you most want to play in a tournament?



source videogames.com

TOP 10 TRICKS (CONTINUED)

Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out.
Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

4. Pokémon (Red) (GB)

Find Codes
Find more tricks for this game and send them in!

5. Pokémon Snap (N64)

Get Level 7
There is a special rainbow level that will send you to space and let you capture a picture of the infamous Mew! First you must get all of the Pokémon signs in each of the levels. Then Prof. Oak will open up a new level for you where you'll find Mew in a bubble. Stay in the middle and hit him with a pester ball three times as he passes. Then he will appear in the distance, so throw the pester ball ahead of him so he runs into it as he passes. Do this three times. After Mew is out of his bubble, he will be chasing it. Hit him one more time and he'll be stunned. Move in

cont. on pg. 244

press A after highlighting the character you want to play.

Be the Alphabet Character



This code will work in Normal Mode. At the Character Select Screen, highlight Akira and press Start, highlight Lion and press Start, highlight Pai and press Start, and then press A after highlighting the character you want the Alphabet character to become.

NINTENDO 64

BattleTanx: Global Assault

Tons of Codes

Level Select
Enter "8ODYS" as a code.
Invincibility
Enter "HPPYHPPY" as a code.
All Weapons
Enter "RCKTSRDGLR" as a code.
Brandon Gang
Enter "NNKNHCKS" as a code.
Custom 1 Gang
Enter "TRDDYBRRKS" as a code



to unlock the Custom 1 gang (M2 Hydra tank) in multiplayer mode.
Campaign Mode Bonus Level
Enter "WRDRB" as a code to unlock a secret level after Campaign Mode is completed.

Hot Wheels: Turbo Racing

Cool Passwords
Bonus Cars and Tracks
Enter the password:
99T8DTY8VD D7BDDDDDD2.

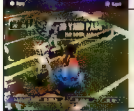


Additional Bonus Cars
Enter the password:
9PTNPTFN6P NMQPPNPPPL.

Knockout Kings 2000

Big Gloves Mode
Press Start to pause the game and then press C-Up, C-Down, C-Up, C-Up, C-Down. If you

TOP 5 GRIDIRON CODES

WHAT DOES IT LOOK LIKE?	FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	HOW IT RATES:
	Madden NFL 2000 (N64)	Super Teams	All-Madden team - TEAMMADDEN EA Sports team - WEARETHEGAME Industrials team - INTHEFUTURE Marshalls team - COWBOYS	○○○○
	NCAA Football 2000 (PS)	Cool Cheat Codes	At the Secret Code Entry Screen input any of the following codes: All exhibition mode stadiums: STADSGALORE Maximum recruiting points: STAFFUP Super stats team: UNSTOPPABLE	○○○
	NFL 2K (DC)	Turbo Mode	Go into the Options Screen and choose Codes. Enter "TURBO" as a password. Note: The code is case-sensitive. Then, choose the Game Options selection, highlight Game Speed and change the speed to Turbo.	○○
	NFL Blitz 2000 (PS)	Hidden Players	DINO / 1111 (Dinosaur) SHINOK / 8337 (Shinnok from Mortal Kombat) SKULL / 1111 (Skull) SMILE / 1111 (Smiley Face)	○
	NFL GameDay 2000 (PS)	Cheat Codes	Enter any of the following codes to activate the cheat: Receivers catch better: GLOVES Super speed bursts: JUICE Super stiff arm: PISTON Running back is juiced: DAVIS	○○○○○

1-900-PRE VIEW

$1.49 per minute. Must be 18 years or older. Under 18 must have parents' permission

773 8439

The number to call for the latest cheats & gaming info



entered the code correctly, you will hear the bell ring five times. Repeat the code to disable it.

Monster Truck Madness 64

Weird and Cool Codes



Gut Bomb
Enter "BRPS" as a password. While playing, press Up to hear various burping noises.

Full-Time Missiles
Enter "Y_WNT_T" as a password to have unlimited missiles. Note: "_" indicates a space. Then while playing a game, press Left to use the missiles.

Alternate Textures
Enter "JMPNG" as a password to change all textures in the game into pictures of one of the programmers of the game.

Weird Mode
Enter "JMPR" as a password.

PLAYSTATION

Re-Volt

All Cars and Tracks

All the cars and all the tracks are yours for the playing just by entering this button code on the Main Menu: B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.



V-Rally Edition '99

Cheat Mode



At the Press Start Screen, press L + R, C-Left, C-Right, L + R. Press Start, then at the Mode Selection Screen, hold Z and tap L until "Cheat mode" appears at the bottom of the screen. Cheat mode includes special modes and the option to unlock bonus cars.

WinBack: Covert Operations

Covert Codes

Trial Mode
At the Press Start Screen, press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold C-Down and press Start to unlock trial mode. Now any level in the game can be played.



All Multiplayer Characters
At the Press Start Screen, press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold C-Up and press Start to unlock all the Bosses as well as the engineer and a few army characters in multiplayer mode.

Bass Landing

Lake Configuration Tips

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit! You can always try a variety of settings, but this should help.

Lake: Lunker Lake
Pressure: None
Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (Aug.-Oct.)
Weather Yesterday: Cloudy/Sunny
Weather Today: Cloudy/Sunny
Wind Direction: East
Wind Speed: 0.0 to 1.0
Water Temp: 60° - 70°
Water Quality: Clear
Start Time: 6:00 - 8:00 or 15:30 - 17:30
Time Elapsed: None
Best Lures: Spinnerbait and Popper
Hint: Fish like to hide in and around vegetation.



Illustration by James Silvani

Grand Theft Auto 2

Level Select



Enter ITSALLUP as a player name. You will be able to choose your starting level before you begin the game!

Hot Wheels: Turbo Racing

Awesome Codes

Infinite Turbos
At the Main Menu, press R2, L1, Square, Triangle, R1, L2, L1, R2. If you entered the code correctly, you will hear a sound.

Towjam Car
At the Main Menu, press Square, Triangle, L1, R1, L2, R2, Square, Triangle. If you entered the code correctly, you will hear a sound.

Small Cars
At the Main Menu, press Square, R2, L2, Triangle(2), L2, R2, Square. If you entered the code correctly, you will hear a sound.

COOL DEXDRIVE SITES

PlayStation:
http://www.psxmax.com/cheats/dex/index.html
http://geocities.com/Area51/Shuttle/4921/psxsaves.html
http://consolers.stomped.com/Console/codes/Dexdrive/dexfiles1.html
Nintendo 64:
http://www.geocities.com/TimesSquare/Corridor/8554/N64Saves.html
http://www.members.home.net/linkoo7/003.htm
http://www.nintendozone.com/dexdrive3.html
Both:
http://www.mindspring.com/~magik1/
http://www.geocities.com/TimesSquare/Arcade/6625/start.html

TOP 10 TRICKS (CONTINUED)

close for a great picture that will get you a huge amount of points!

6. Super Mario Bros. Deluxe (GB)

Five Extra Lives
Note: This trick works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

7. Super Smash Bros. (N64)

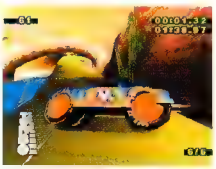
Borrow a Life
Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start.

8. S.W. Episode 1: Racer (N64)

Podracer Codes
Choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Empty file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Next, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left-hand corner of the screen. Then press the L button on the word, "End." This will confirm the code. Use this method to enter the codes shown below:
RRJABBA - This code makes you invincible to damage and overheating. (Note: This code needs the Cheat Menu to be activated.)
RRTHEBEAST - This code

cont. on pg. 245

Large Tires



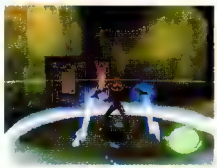
At the Main Menu, press Square, Triangle, Square, Triangle, R1(2), L2(2). If you entered the code correctly, you will hear a sound.
Flat-Shaded Graphics
At the Main Menu, press L1, R1, L2, R2, L1, R1, L2, R2. If you entered the code correctly, you will hear a sound.
Weird Sounds
At the Main Menu, press R2, R1, L2, R2, Square, Triangle, L1, R1. If you entered the code correctly, you will hear a sound.

Legacy Of Kain: Soul Reaver

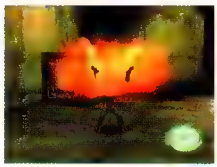
Tons of Codes
All of these codes are entered while the game is paused during play.

Refill Health
Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health
Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health
Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic
Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic
Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers
Hold L1 and press Down, Circle(2), Left, Right, Triangle, Up.
Wall Climbing
Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel
Hold L1 and press Left, Circle, Up(2), Down.
Force
Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict
Hold L1 and press Down, Up, Right(2), Circle, Up(2), Down.

Force Glyph



Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph
Hold L1 and press Down, Circle, Up, Left, Down, Right(2).
Sound Glyph
Hold L1 and press Right(2), Down, Circle, Up(2), Down.
Water Glyph
Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph



GameShark Codes



www.gameguides.com

The ultimate online resource for strategy

Also, read Expert Gamer every month for the latest tricks and strategy

Hold L1 and press Up(2), Right, Up, Triangle, L2, Right.

Sunlight Glyph

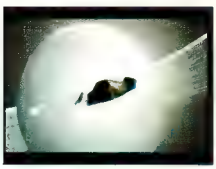
Hold L1 and press Left, Circle, Left, Right, Right, Up(2), Left.

Shift at Any Time

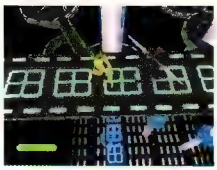
Hold L1 and press Up(2), Down, Right(2), Left, Circle, Right, Left, Down.

Star Wars: Episode 1 - The Phantom Menace

Droid Test Debug



At the Main Menu, highlight Options, but do not select it. Press Triangle, Circle, Left, L1, R2, Square, Circle, Left. If you entered the code correctly, you will hear a beep. Then, hold L1 + Select + Triangle to access a droid test debug menu with level select, FMV sequence, sound test and invincibility options. To start on a new selected level, exit the Cheat Menu and start a new game. The game will begin on the level selected. To watch the FMV sequences or hear the game sounds, highlight the desired clip and press X. Hold L1 + Select + Triangle to return to the menu at any time.



Tony Hawk's Pro Skater

Cool Codes

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.



Illustration by James Silvani



Big Head Mode





Hold L1 and press Left, Up, X, Down, Up, X.

Special Available Anytime

Hold L1 and press Square, Up, Left, Up, Circle, Triangle.

Get 10X Multiplier

Hold L1 and press Triangle, X, Triangle.

Get 13X Multiplier

Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo

Hold L1 and press Left, Square, Left, Square, Left, Square, Left.

Go To Restart Option

Hold L1 and press Circle, Square, Circle, X.

Get All Practice Mode Levels

Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu and you will have all practice mode levels.

TOP 10 TRICKS (CONTINUED)

activates Mirror Mode. Your left and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.)

Cheat Menu

To activate the RRJABBA and RRTHEBEAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the Pause Menu. Access this option and you can now turn on any of the available cheats.

9. Tarzan (PS)

Find Codes

Find tricks for this game and send them in!

10. Rugrats Scavenger Hunt (N64)

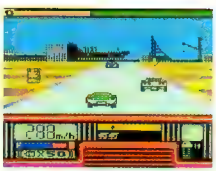
Hidden Stage

On the Title Screen, press and hold the Z button and press R, then A to display the Password Screen. On this screen, press Z, A, A, B, R, L to start the game on a hidden level in Angelica's Temple.

GAME BOY

Chase H.Q.: Secret Police

Level Password



Enter this code at the Password Screen: MMQG. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Get Some

Cool stuff you could probably live without, but shouldn't



More Portable MP3 Goodness

The simple-looking but highly functional portable [illegible] by Kaser Corporation allows you to copy MP3 files from your PC and listen to them on the go. Loading MP3 files onto the unit is easy, sound quality is topnotch and it only requires one AA battery. Problem is, the player only has 32MB of memory on-board, unless you buy the bundle with 64MB total.

Price: Around $150 (32 MB), $220 (64 MB)
www.kasercorp.com

Ow, My Eyes!

And here everyone thought futuristic stuff like this would only be in Star Wars and James Bond films. The joke's on them! [illegible] from Tiger is truly something from another time. A laser beam bounces back and forth on a makeshift court, while you hit the little ball of light with reflective racquets. It features one- and two-player games and an announcer who keeps score.

Price: Around $40
www.tigertoys.com



True Console-Gaming Sound

Up to this point, there really haven't been a good set of speakers specifically designed for the console market. Now there is: the [illegible] from SpectraVideo. In addition to just looking cool, the subwoofer/satellite set sounds spectacular—with clear highs and solid lows. Plus the speakers are shielded so you can have them near your TV without a problem. Jacks in the front of the subwoofer make connecting your systems incredibly easy.

Price: Around $70
www.spectravideo.com





I Want My USB

If you want your household computers networked but don't want to go through the hassle of getting special cards, hubs and spools of network cable, the [illegible] is for you. It uses existing phone lines in your home to connect your PCs together. All you need to do is plug a hub into each computer via the USB port and set all of it up with the included software. Perhaps something like this could make its way to the USB-enabled PlayStation 2.

Price: Around $70 (one hub)
www.diamondmm.com



Encyclopedia Pokédexia

Who needs paperback books to help in identifying all 151 Pokémon. Try the electronic [redacted] from Tiger. The device shows all 151 monsters (including fight animations and stats), and an extensive biography on each Pokémon. The Pokédex can be used as a calculator as well.

Price: Around $25
www.tigertoys.com





Sonic Boom

Resaurus continues its video-game-to-toy formula with these highly detailed, four-inch-tall [redacted].

They're the perfect complement to the Dreamcast game. The line includes Sonic, Knuckles and Tails.

Price: Around $10 each
www.resaurus.com

Anime-nia

Martian Successor Nadesico



Join young and well-endowed female captain Yurika and the crew of the spaceship Nadesico in their journey to Mars in this TV series released in the U.S. by AD Vision. A combination of mecha action with madcap comedy, Nadesico is a fun (if often a little weird) show that starts to grow on you throughout the first three episodes on this first volume. The English dub's really well done, too.

AD Vision
Japanese subtitled VHS: $29.95
English dubbed VHS: $19.95
Approx. 90 minutes

Perfect Blue



If you liked Akira and Ghost in the Shell, you'll want to keep an eye out for Manga Entertainment's home video release of Perfect Blue. Focusing on society's preoccupation with fanatical worship of celebrities, the movie follows Mima Kirigoe, singer with the pop group Cham. When she leaves the group and begins an acting career, she is stalked by a psycho fan. As those around her are picked off one by one, she must find the truth in a sea of illusion. Katsuhiro Otomo (known for Akira) acted as Special Advisor on the film — and it shows.

Manga Entertainment
Japanese subtitled VHS
English dubbed VHS
Approx. 80 minutes



Revolutionary Girl Utena: The Rose Collection 1

Utena's a high school student who can't get a break. The ring she wears on her finger is identical to those worn by the school's student council members. When she stumbles upon their cultish plans to bring revolution to the world, she inadvertently becomes the champion of their tournament for the Rose Bride. From the Director of Sailor Moon, this isn't for the kiddies (lots of "undertones," shall we say), but is a great collection. Also available as separate VHS tapes.

Software Sculptors
Japanese subtitled/English dubbed DVD: $39.99
Approx. 170 minutes

El-Hazard The Alternative World Vol. 1: The Priestess of Water

Makoto and his friends are living in the magical world of El-Hazard, but are soon whisked off to a slightly "alternative" and not-so-magical place. Will they ever be able to return home? El-Hazard has got to be one of the best and most underrated anime series in Pioneer's lineup, and definitely worth a look if you're into high adventure in a fictional land. Also available on VHS.



Pioneer
Japanese subtitled/English dubbed DVD: $29.98
Approx. 100 minutes



FINAL WORD

Imagine a bunch of guys sitting around discussing something seemingly important in the world of video games. That's what Final Word is all about...this month it's:

chris_johnston@zd.com
dan_hsu@zd.com
jim_cordano@zd.com
John_davison@zd.com
che_chou@zd.com

Defining Gaming Moments



Chris Johnston

Chris: My gaming moment has to be the first time I beat Super Mario Bros. 2. When I finally got to Wart, my hands were shaking and my palms soaked in sweat. Of course, in that condition I died, several times. I couldn't figure out how to beat him! Finally I figured it out and about an hour later was watching the ending, which I can honestly say is something that sticks in my mind even today. Watching Mario snooze away was the most impressive thing I'd ever seen. "It's like I'm watching a cartoon!" Of course, on many games my hands are shaking and I die a LOT when I'm up against an end boss. But I think that's just part of the game playing experience for me.



Dan 'Shoe' Hsu

Shoe: I will never forget a few specific moments in my gaming life. Two of them happened on my SNES. When it rained and stormed in Zelda: A Link to the Past, I just about peed my pants. It just looked so incredible at the time. My other favorite SNES memory comes from Super Metroid. Screw *Titanic*. The part where the Metroid comes in to save the day is the most emotional bit of cinematography in the '90s. At least to geeky me it is. Speaking of geeky...I have this one bad video game-related memory that will haunt me forever. In the fourth grade, I went on my first date with a cutey from down the block, Christy Wright. After lunch, I took her to a local laundromat to play arcade games. Of course she'd love Phoenix and Asteroids as much as I did...right? Wrong. That was the last date I went on with the later-turned-cheerleader-and-actress-beauty.



Jim Cordano

Jim: I'm like, old or something, so my defining gaming moments are pretty much old school. When I was in like fifth grade, my friend Tom got an Odyssey game system, and myself and about four or five of my friends stayed there for three days straight living on Jumbo Frito's and 7-up. Life was good in fifth grade. This was around the same time I got a Mattel Football II handheld that I played so much, I had to cut the wire to the speaker so I could play even while 'sleeping'. My third, final and most important gaming moment came as a senior in college when after my first date with a little hottie named Stephani, we went back to her house and played Super Mario Bros. until 2 a.m. We've now been married for 11 years.



John Davison

Dean: When I was about five years old my family and I were in Florida visiting my grandparents. At some point during the trip I remember going to Sears to spend some of our vacation money (yes, Sears) when my brother and I came across a display unit running a Telstar Pong machine. Needless to say we were transfixed for the next few hours. Wow, I was hooked from then on...as a side note, my other brother was completely oblivious to the wonder we had found. He was all excited about a skateboard with urethane wheels. He kept calling it "the ultimate." I didn't even know what "ultimate" meant.



Che Chou

John: I think the first, genuine 'jaw-dropping' moment for me was the first time I saw Star Raiders for the Atari 400. It's not often that you see a game and completely obsess on it...but that was the first one for me. I had to own that game. Once I got it I played it to death... and broke several of those groovy Atari joysticks in the process. Beyond that there have been numerous memorable moments...but I can remember seeing Gyruss for the first time in a burger joint and thinking that no game could ever possibly look or sound better than that thing.

Che: Again, old is the operative word here. Like most farts around here, most of my pivotal moments happened in the early '80s. When my friend first got Space Invaders for the 2600, I nearly wet myself. There were more than 200 variations of the same game on one little cartridge...it still boggles the mind. Then, along with a million other people, I experienced true fear with Sinistar in the arcade (I can still hear that voice in my head). Next there's Castle Wolfenstein on the Apple II—one of my all-time favorite games ever...who can forget being hunted down by the SS while backtracking over the bodies of the Nazis you've wasted! More recent revelations include seeing Virtua Fighter for the first time. It might look like crap now, but in 1994, it blew my mind.

Do you have a moment that sticks in your mind? Something that defines your love of video gaming? Send us your stories to EGM@zd.com Mark your e-mails Defining Moment

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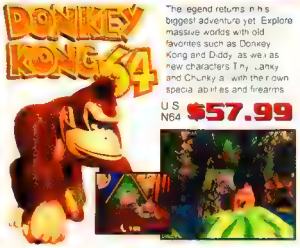
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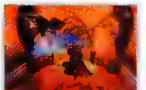
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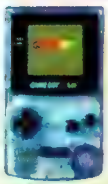
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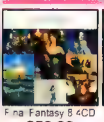
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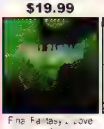
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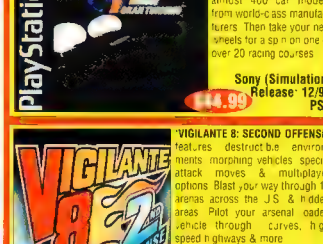
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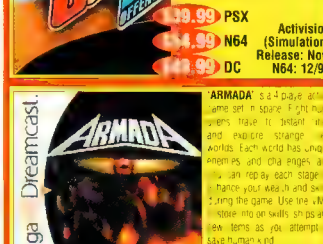
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(Simulation)
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N64: 12/99



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Dreamcast
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Nintendo (Adventure)
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Mystery Word Grid

	H					MYSTERY
		E				
P	I	N	C	H	W	
	R					WORD
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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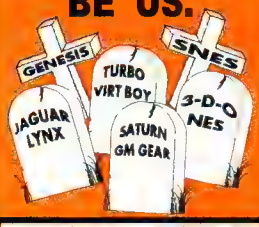
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NEXT MONTH

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ELECTRONIC GAMING MONTHLY

Let's Go...CRAZY TAXI!

We bring you all the details on the most eagerly awaited Dreamcast game for early next year: Crazy Taxi. Don't miss the mini-games, the extra stuff, plus interviews with the man behind the game, Kenji Kanno.







Gain big air to go with your big fare while racing through the city.

- More PlayStation2, X-Box and Nintendo Dolphin details
- Reviews: Tomb Raider: The Last Revelation. We bring you the definitive opinions. Is it Lara's greatest mission? Or just another rehash of the same old crap?
- Donkey Kong 64: Is it Rare's finest hour? Or could you spend $70 more wisely?
- Zillions of Tricks for all the big holiday games

Official U.S. PlayStation Magazine

January 2K On sale Dec. 14

Gran Turismo 2

Check out *OPM*'s annual Buyer's Guide for all their top picks in every category. Also, prepare for the next millennium with all the latest PS2 news and the hottest reviews and previews—including thoughts on Gran Turismo 2. Plus, a monstrous Resident Evil 3 strategy guide and the latest tricks and codes. And don't forget the Demo Disc, with hot games like Dino Crisis and WCW Mayhem!



Demo Disc

Playables:

- Dino Crisis
- WCW Mayhem
- NHL FaceOff 2000
- NBA Basketball 2000
- Army Men: Air Attack
- Tarzan

Non Playables:

- Tomb Raider: The Last Revelation
- International Track & Field 2000

EXPERT GAMER

January 2K On sale Dec. 21

Donkey Kong 64

Here's your New Year's resolution: Buy the next issue of *Expert Gamer*. Why? Only because they'll have the most comprehensive strategy on one of the biggest games of the year—Donkey Kong 64. Also, look for a full walk-through of Vandal-Hearts II, the latest big RPG for the PlayStation, as well as a huge walk-through for EA's GoldenEye-esque shooter, Medal of Honor. Finally, racing fans rev it up with first coverage of Gran Turismo 2 (PS) and Sega Rally 2 (DC).

- Donkey Kong 64 Blowout
- Vandal-Hearts II Walk-through
- Sega Rally 2, Gran Turismo 2
- Medal of Honor



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Trick of the Month

1. **No Purchase Necessary:** To enter, send a letter or stamped and pasted postcard with your best hint codes for any video game to "Tricks of the Trade," P.O. Box 3338, Oak Brook, Illinois 60522-3338, or E-mail us at thotx@ziff.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per trick published. Entries must be received by December 31, 2000.
All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, misdirected, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in EGM and/or Expert Gamer. However, only one prize shall be awarded.
2. **Prizes:** Grand Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge released by Sponsor. First Prize has an approximate retail value of $50.00. The best tricks submitted by the First Prize winners will be awarded the Grand Prize winner. One Grand Prize winner will receive, in addition to the First Prize awards, one (1) Game Shark. Grand Prize has an approximate retail value of $50.00. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: Uniqueness (35%); Novelty (25%); Accuracy (25%); and Originality (15%). Judging to be held on or about June 30, 2000. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prize shall be allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by the number of valid entries received.
4. **Eligibility:** Contest open to residents of the United States and Canada (void in Quebec). Non-compliance with the time limit renders contestant ineligible. Employees of Sponsors, Ziff Davis Inc., and their respective parents, affiliates, subsidiaries, advertising and promotion agencies, and immediate family members of each are not eligible to enter. Void where prohibited or restricted by law. All federal, state, and local laws apply. All prize winners will be required to sign an affidavit of eligibility, release of liability, prize acceptance within five days of the first notification. By acceptance of the prize, winner agrees to the use of their name and likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., Internet Accessories and their respective affiliates are not eligible to enter. ZD Inc. and Int Accessories and their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of a prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., Internet Accessories and their agents, representatives, and employees will have no liability, whatsoever, for any injuries, losses, or damages of any kind resulting from prize delivery, possession, or use of the prizes.
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6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
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Letter of the Month

1. **No Purchase Necessary:** To enter, send your letter to EGM Letters, P.O. Box 3338, Oak Brook, Illinois 60522-3338, or e-mail us at EGM@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 30th day of the month for the next available issue of EGM. Sponsors assume no responsibility for lost, misdirected, late, illegible, incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada (void in Quebec).
2. **Prizes:** One Grand Prize winner will receive one of the following prizes at Sponsor's sole option: One (1) SnakeMan Pro 64 for N64, One (1) Barracuda for PlayStation, or One (1) Eclipse Stick for Saturn. Grand Prize has an approximate retail value of $39.99 U.S. Winners will be selected by the editors of Ten whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: originality (50%) and logic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by the number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, Illinois 60522-3338.

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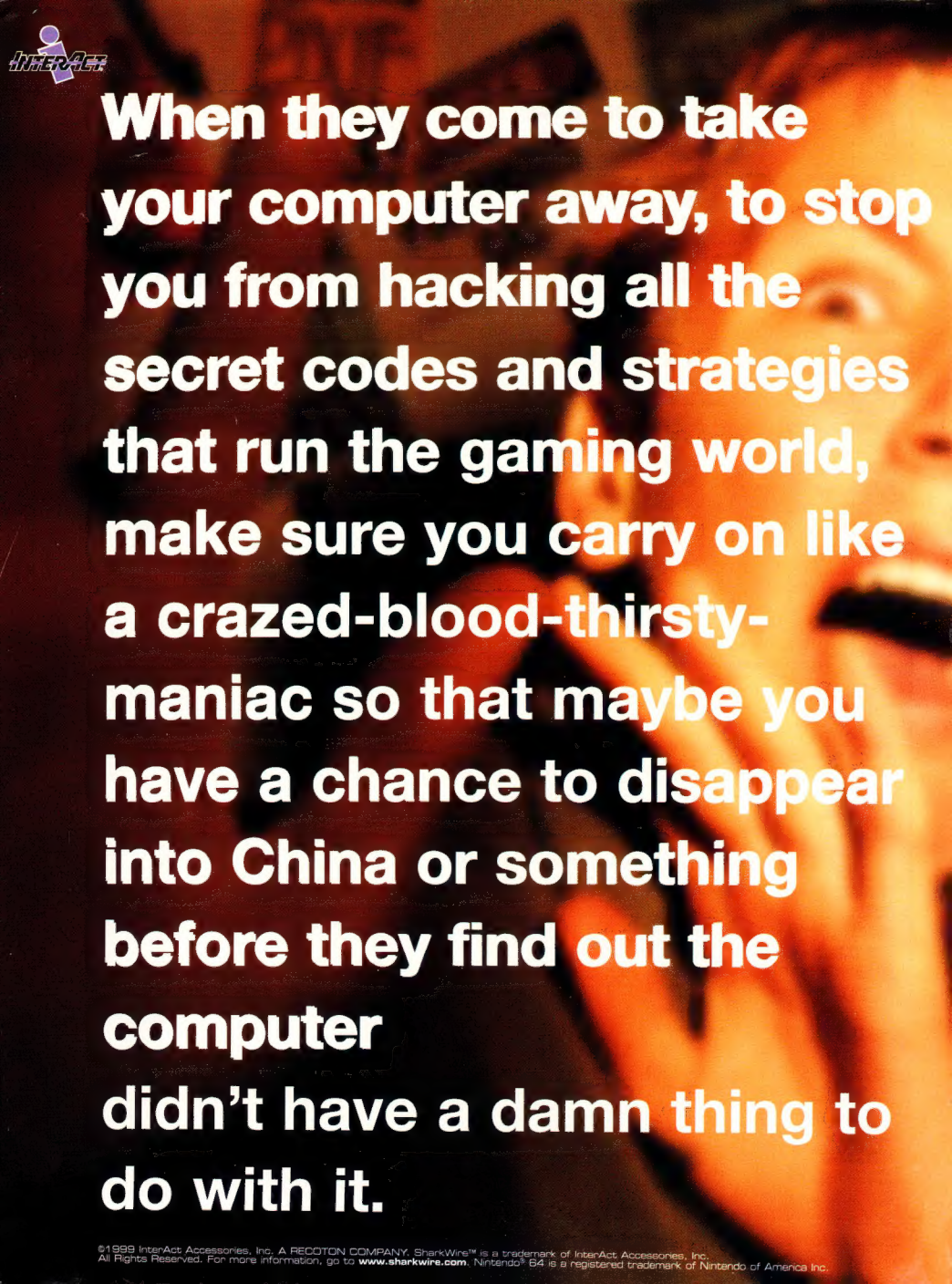
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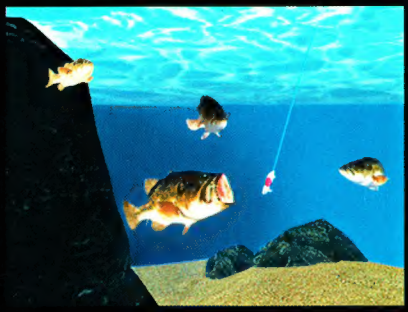
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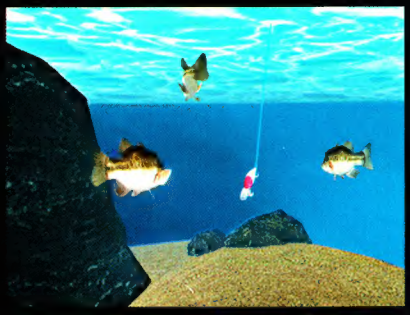
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